Jakub Ożóg

Angular Front-End Developer / Software Engineer

Programming became my passion during my teenage years. I began my professional journey in 2002 as a PHP developer, focusing on server-side application development. Over the next five years, I shifted my interests towards front-end technologies, creating advanced web applications and browser games using Adobe Flash. Shortly after, I discovered AngularJs, which, as it evolved into Angular, has been my constant companion to this day.

Throughout my career, I've had the opportunity to delve into a wide range of technologies, both front-end, such as FXML and WebGL, and back-end, including Java, Spring Boot, and JavaEE. For years, I've been executing projects based on the Scrum/Agile methodology, often using tools like JIRA and Confluence and collaborating with repositories on platforms like GitHub or Bitbucket. In my work, I place great emphasis on code quality, ensuring high test coverage and efficient continuous integration, managed by Jenkins.

Contact

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Skills

- Methodology Scrum/Agile
- Repositories GitHub/Bitbucket
- Atlassian tools JIRA/Confluence /Trello
- CI management by Jenkins/GitHub Actions/Sonar
- Unit/Integration/e2e testing
- JetBrains WebStorm/IntelliJ IDEA
- Commitment, conscientiousness and duty
- The ability to solve tasks independently
- Teamwork

Languages

- Polish (native)
- English (C1 level)

Experience

2023.01 - Present

Atos SE / Eviden R&D – Senior Application Developer (Angular Developer)
- Atos is a global French corporation specializing in delivering high-performance computing solutions
- Work on the corporate Angular framework that unifies the appearance of internal applications
- Work on software related to AI and ML calculations.
- **Technologies**: Angular18, TypeScript, RxJs, NgRx, Jest, Material design, Highcharts, SonarQube, Docker, Jenkins, Jira, Confluence, Scrum

2021.06 - 2023-01

Omnigame ApS – Front-End Developer
- Developing a website for internal use for data analysis based on HigHcharts in Angular.
- Creating browser games based on WebGL and PixiJS with a special focus on performance and filling experience, available on pip.dk
- Working in SCRUM philosophy
- Team work of 3 developers per game, company about 75
- **Technologies as Front-End**: Angular 15, TypeScript, RxJs, Material Design, Highcharts, Keycloak, Jest, Jenkins, Sonar, Bitbacket, Jira, Docker, Confluence
- **Technologies as game Developer**: JavaScript, WebGL, PixiJS

Achievements:
- Updating to the current version of Angular
- Learned the basic knowledge of game programming and the differences between them and application development
- Developed the taste of animation
- Work in a Danish company

2021.05 - 2019.07

PSI Polska Sp. z o.o. – Senior Software Engineering in R&D Framework department
- Development of a dedicated framework for internal use throughout the company. Based on a modular approach modeled on a desktop application with a predefined database structure. Focused on a generic approach
- Working with JIRA with SCRUM philosophy
- Team work of 7 people, company about 350
- **Technologies**: Angular 12, RxJs, TypeScript, JavaEE, PostgreSQL, Jenkins, Jira, Docker, Confluence

Achievements:
- Work in the R&D department in a corporation with global range
- Being part of a highly trained and experienced team
- Coding software that is the basic work tool for other programmers
- Becoming familiar with Java EE backend approach

2019.06 - 2016.11

QSG S.A. – R&D Software Engineer
- Creating and maintaining desktop apps to automate the production (JavaFx, Spring Boot)
- Developing of service to manage production process (Angular)
- Working with JIRA with SCRUM philosophy
- Team work of about 6 people, company about 100
- **Technologies**: JavaFX, Java, Spring Boot, Maven, Angular 8, NgRx, TypeScript, Jira, Docker

Achievements:
- Fast promotion to R&D department
- Created AR app based on ARKit 2
- Giving JavaFX courses for colleagues in team
- Working on system architecture
- Deepening knowledge about Angular

2016.10 - 2017.01	**Human2Human.technology – Front-End Developer** ● Creating a marketing tool to manage the reseller network. ● Work in a 3-person team, company about 25 ● **Technologies**: Angular 5, TypeScript **Achievements:** ● Learned Angular framework
2015.11 - 2016.10	**Neptis S.A. – Full Stack Developer** ● Working on a service for real-time geo tracking of cars (JavaScript) ● Creating and maintaining service to manage cars fleet (Angular). ● Creating and developing a data service for the aforementioned project using Java, Spring Boot, PostgreSql ● Team work of about 6 people, company about 200 ● **Technologies**: AngularJs, JavaScript, LeafletJs, Java, Spring Boot, PostgreSql, Maven **Achievements:** ● Learned Spring Boot ● Learned Angular 1 framework
2010.09 - 2015.11	**Animade Sp. z o.o. – Programmer** ● Creating games and applications for browsers and mobile platforms (Android, iOS) ● Work in a 3-person team, company about 25 ● **Technologies**: ActionScript, Flash, Android Sdk, MySql **Achievements:** ● Learned Adobe technologies related to ActionScript ● Learned Android Sdk
2010.09 - 2008.06	**Wide Open – Flash Developer** ● Creating RIA (rich Internet application) applications in an advertising agency ● Work in a 6-person team, company about 25 ● **Technologies**: ActionScript, Flash, MySql
2008.06 - 2006.11	**DreamLab Onet.pl Sp. Z o.o. – Programmer** ● Work in the information pages department ● Work in a 30-person team, company about 500 ● **Technologies**: Php, MySql, JavaScript
2006.11 - 2006.08	**Group Onet.pl S.A. – Programmer** ● Work in the information pages department ● Work in a 30-person team, company about 500 ● **Technologies**: Php, MySql, JavaScript
2006.08 - 2004.06	**Artyści Nowych Mediów – Programmer** ● Technologies: Php, MySql, JavaScript
2004.06 - 2002.06	**Soft-Art – Programmer** ● Technologies: Php, MySql, JavaScript

Education

Technikum Energetyczno-Elektroniczne nr 9 im. Tadeusza Kościuszki - Computer Systems

Trainings

Developers Peak - Reactive Angular 4 2017r
NobleProg - Security of internet applications 2020r
NobleProg - Reactive Programming with Angular RxJS 2022r
Udemy - NestJS: The Complete Developer's Guide 2024r.

Interests

I am a huge fan of music that I love to experience at various festivals. The Garbicz Festival is my favorite. I
enjoy reading any of the rinpoches' literature that describes the Buddhist understanding/approach to the
world. Although I am not religious myself. And of course I am a player, I like to clash with other people in the
virtual world :)