Maciej Woźniak





Work history

PHP Developer

Daftcode

05/2022 - now

My main responsibilities involve the development and maintenance of applications and related services. I actively participate in the application architecture design process, creation of new features, and refactoring of existing code. The applications I work on originally used Laravel, but have gradually transitioned to Symfony during my tenure. Applications follow Domain-Driven Design (DDD) architecture and communicate with mobile applications and web platforms through REST API. The code is covered by unit tests and end-to-end tests. One of the primary challenges I encounter is integrating with payment systems and handling the collection and modeling of statistical data.

Main technologies:



PHP Developer

Grupa eSprzedaż / Netgraf

02/2021 - 03/2022

My primary responsibilities included the development and maintenance of ecommerce applications. Some were built using the Kohana framework, while others were written in pure PHP. These applications followed the MVC architecture and utilized a proprietary CMS, enabling the management of multiple stores from a single panel and integration with wholesalers, couriers, payments, and marketplaces such as Allegro, eBay, and Amazon. A key challenge I faced was customizing applications to meet client needs while maintaining compatibility with essential CMS features.

Main technologies:



Programming Teacher

Giganci Programowania sp. z o. o.

10/2019 - 06/2021

I was responsible for conducting programming courses for children and teenagers aged 7-18. The courses I led covered the basics of desktop application programming using C# and fundamental web application programming using the WAMP stack, incorporating basic front-end technologies.

Main technologies:



Junior Web Developer

Kadeor sp. z o. o.

11/2018 - 05/2021

My main responsibilities included creating online stores using CMS platforms like WordPress and PrestaShop. I also contributed to the development of an internal CRM for managing clients, contractors, and projects. The CRM was built using the Laravel framework and followed the MVC architecture. In most projects, I worked independently, handling infrastructure selection and configuration, back-end work related to CMS customization, and front-end work involving template customization.

Main technologies:



Game Tester

Testronic sp. z o. o.

12/2017 - 04/2018

I worked on testing computer games on PC, PS4, Android, and iOS platforms. My tasks included identifying elements in test versions of games that deviated from documentation or were inconsistent with other game elements. I reported these findings using tools such as JIRA and TestRail.

Main technologies:



Education

Warsaw University of Technology (Politechnika Warszawska) Information Technology / Engineer

2017 - 2021

Tech skills

- Back-end technologies
 - PHP
 - Symfony
 - Laravel
 - Kohana
 - Go
 - ◆ C#
- Databases
 - MySQL
 - ClickHouse
 - ElasticSearch
 - Redis
- Front-end technologies
 - JavaScript
 - jQuery
 - CSS
 - Bootstrap
- Approaches and concepts
 - REST API
 - ♦ OOP
 - DDD
 - ◆ TDD
 - Design patterns
 - SOLID
 - CI/CD
- Testing tools
 - ◆ PHPUnit
 - Behat
- Containerization and orchestration
 - Docker
 - Docker Swarm
- Message queues
 - Rabbit MQ
- Monitoring and Analysis Systems
 - Grafana
- Version control
 - Git
 - Gitlab

Language skills

English German

A2