TECH STACK

- HTML
- CSS
- JavaScript
- Typescript

- React
- Next.js
- Redux
- React Query
- React Intl
- Tailwind
- Styled Components
- Design System

- REST API
- GraphQL
- Headless CMS
- Node.js
- Vercel
- AWS
- Docker
- Relational Database

- Vitest
- Playwright
- MSW
- Git
- CI/CD
- Sonarqube

EDUCATION

- **Bachelor of Computer Science**
  Białystok University of Technology

LANGUAGES

- Polish – native
- English – B2

Michał Sawicki

Frontend / Software / Web Developer

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PROFILE

I am a fast-learning software engineer specializing mainly in frontend technologies. I am focused on building web applications using tools like React and Next.js, with some basic experience in working using headless CMS, Node JS and databases. I am open to new challenges and I will to deliver the highest quality.

EXPERIENCE

Frontend Developer
The Software House, Poland

Dec. 2023 - Present

Working fully with an internal team in Agile methodology on a comprehensive build of one of several products delivered to a foreign client. The entire project consists of over 70 people, but in my product team there are about 10 people working including FE, BE, QA, BA and Scrum.

Frontend Developer
Pagepro, Poland

July 2022 - Nov. 2023 (1y 5m)

Working in this position taught me a lot of independence and individuality due to the way of cooperation with many clients based mainly on body-leasing. It required me to familiarize myself with a number of tools that went beyond the area of Front-end such as Node.js, Headless CMS and Databases. This work was also based on designing solutions, estimating tasks and direct contact with the main client.

Frontend Developer
LBPro, Poland

Apr. 2021 - May 2022 (1y 2m)

The internal recruitment process allowed me to work as a developer. I still worked in my previous team, but now I focused on delivering new features, fixing bugs, and creating documentation and agreements with the Backend team on the structure and method of exchanging information using Rest API

Quality Assurance
LBPro, Poland

Sep. 2020 - Mar. 2021 (7m)

First IT job related to software testing. Working in Agile methodology in a team of about 10 people on one of the products delivered for a key client from the US. Main responsibilities were conducting manual tests of applications on the client side and automation of API tests using tools such as Postman.

PROJECTS

Digital Workforce Management Platform

- Delivered new features based on client-defined requirements, ensuring alignment with business needs and user expectations.
- Resolved production issues reported through monitoring tools like Hotjar and Sentry, improving user satisfaction and system stability.
- Implemented dynamic language loading, significantly reducing bundle size by loading translation chunks only when the user switched languages.
- Introduced a dependency bot to the repository, streamlining maintenance through automated dependency updates and ensuring project reliability.
- Developed a tool enabling runtime modification of MSW (Mock Service Worker) responses. This empowered the team to simulate various server behaviors, such as HTTP 500 errors, on the mock environment for enhanced testing.
- Improved SonarQube metrics by reducing code smells, eliminating duplicate code, and increasing test coverage, resulting in higher code quality and maintainability.

Online Learning Platform

- Ensured the stability and proper maintenance of the production application, addressing operational and technical needs.
- Resolved critical application issues reported by end-users, enhancing overall user satisfaction and trust.
- Optimized the user login experience by improving the integration with Facebook authentication, ensuring smoother access for users.
- Transitioned from Vercel's image optimization to direct hosting via S3 and CloudFront, significantly reducing Vercel resource consumption and associated costs.

Software Development Company Website

- Fixed bugs and delivered new features to enhance application functionality and user experience.
- Conducted a performance audit and optimized the application to improve PageSpeed and Core Web Vitals metrics, ensuring faster load times and better overall performance.
- Integrated the application with various external tools and services, including SendGrid, Traft, Calendly, Cookiebot, and Dante AI, to extend its capabilities and improve user engagement.

Various Projects

- Implemented automated translation of Sanity documents using the AI-powered tool DeepL, streamlining content localization processes.
- Upgraded the production PostgreSQL database from version 13 to version 16 to meet Heroku's platform requirements, ensuring compatibility and stability.
- Performed a major upgrade of the Ant Design library from version 3 to version 5, enhancing the application's UI/UX and maintaining up-to-date dependencies.
- Developed a simple arcade game using the Three.js library for the client's marketing purposes, creating an engaging and interactive user experience.
- Contributed to the development of a technical documentation application using Docusaurus, supporting the CMS product created by the client and improving developer accessibility.