# MICHAŁ TERCZYŃSKI

## JavaScript/TypeScript Developer

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📍 Cracow, Poland

## EXPERIENCE

### Senior Software Engineer

**EPAM Systems**

📅 08/2025 - Present   📍 Cracow, Poland

The primary focus of this role was developing a multi step Angular form for an American client in the financial sector. I implemented new features along with unit and end to end tests, and each feature was thoroughly verified through manual testing. I worked extensively to ensure the application met the highest quality standards, reporting and resolving a large number of bugs. I also researched improvements such as using the dat.gui utility UI to manage state snapshots for easier navigation and state loading, as well as refactoring the forms to the new Angular Signals API. In addition, I contributed to enhancing AI adoption across the team, including presenting a demo of GitHub Copilot Agents and creating MCPs and instruction files for Copilot.

### Senior TypeScript Game Developer

**Yggdrasil Gaming Ltd**

📅 09/2024 - 04/2025   📍 Cracow, Poland

I have co-developed front-end side of 2 games: Trickstar Spins and Hacker's Haven

Main responsibilities:
- developing features in new games using TypeScript, PixiJS, pixi-spine
- performing code reviews
- communicating with game producers, artists, animators, testers, backend developers and other frontend developers
- implementing custom HUD for an external client

### Game Developer

**Gamecode**

📅 08/2022 - 12/2023   📍 Remote

I played a key role in co-developing the front-end for two innovative slot games, HammerCash™ and Boom Boom Boom™, leveraging PixiJS and TypeScript.

### React Developer

**Pragmatic Coders**

📅 02/2022 - 08/2022   📍 Remote

- Developed a new module in a React application for Atom Bank client
- Converted 100+ JavaScript files to TypeScript
- Investigated new tools
- Reported and fixed bugs in an existing project

### Software Engineer III

**Software Mind**

📅 09/2021 - 01/2022   📍 Cracow, Poland

I was developing an internal dashboard application called Onyx and the backend it was connecting to that was written in Node.js, TypeScript, Sequelize and Express.js.

- Front-end tech stack: Angular, Angular Material, Nx, Jest
- Backend tech-stack: Node.js, Express.js, Sequelize, PostgreSQL, testing tools: Sinon.JS, Chai, Mocha
- Other technologies I've been using: Google Cloud Platform, Jira, Confluence, Bitbucket

## SUMMARY

I am adept at developing interactive web games and applications using TypeScript, Angular, React.js, Three.js, Node.js, and PixiJS.

## LANGUAGES

**English**
Proficient    ●●●●○

**Polish**
Native    ●●●●●

## STRENGTHS

💎 **Attentive to detail**
Keen eye for identifying visual discrepancies and textual inaccuracies

💎 **Analytical**
Can analyze and solve complex problems, can break complex problems into simpler ones

💎 **Communicative**
Capably aligns task dependencies with team members, ensuring efficient workflow and collaboration

## CERTIFICATIONS

**AWS Certified Cloud Practitioner**
Amazon, January 2026

**AWS Certified AI Practitioner**
Amazon, January 2026

**Microsoft Certified: Azure Fundamentals**
Microsoft, February 2026

## EXPERIENCE

### Software Engineer II
**Software Mind**

📅 11/2020 - 09/2021    📍 Cracow,  Poland

### Game Developer
**NetEnt**

📅 01/2020 - 10/2020    📍 Cracow,  Poland

- I have co-developed front-end side of 2 games: Super Striker™ and Aloha Christmas Edition™
- Tech stack: PixiJS, TypeScript, Spine, Jest

### Software Engineer
**GlobalLogic Poland**

📅 05/2019 - 12/2019    📍 Cracow,  Poland

I have been developing web applications - I was working mostly on front-end, but sometimes I was developing small server applications in Node.js.

- Angular
- React.js
- TypeScript
- Node.js with Express.js
- Electron
- Rx.js
- Highcharts
- Angular Material

### Junior Software Engineer
**GlobalLogic Poland**

📅 07/2018 - 04/2019    📍 Cracow,  Poland

### Intern
**Quantum software S.A.**

📅 01/2017 - 01/2017    📍 Kraków, woj. małopolskie, Polska

- Designing and developing a proof of concept for Warehouse Management System application.
- Used Three.js library for rendering a 3D representation of a warehouse.

## EDUCATION

### IT Technician, Web applications
**Zespół Szkół Łączności w Krakowie // Upper Secondary School of Communications in Cracow, Poland**

📅 01/2014 - 01/2018