

# MICHAŁ TERCZYŃSKI

## JavaScript/TypeScript Developer

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📍 Cracow, Poland



## EXPERIENCE

### Senior TypeScript Game Developer

#### Yggdrasil Gaming

📅 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

### 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

## SUMMARY

I am adept at developing interactive web games and applications using TypeScript, 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

## EXPERIENCE

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### 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

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### Junior Software Engineer

#### GlobalLogic Poland

📅 07/2018 - 04/2019 📍 Cracow, Poland

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### 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

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### IT Technician, Web applications

#### Zespół Szkół Łączności w Krakowie // Upper Secondary School of Communications in Cracow, Poland

📅 01/2014 - 01/2018