

Michał Terczyński

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Portfolio: <http://www.mterczynski.pl>

Commercial experience

08/2022 - 12/2023

Game developer

Gamecode

Job description:

I've co-developed front-end side of two web casino games: Boom Boom Boom™ and Hammer Cash™

Tech stack:

- PIXIJS
- TypeScript
- Spine animations
- Jest unit tests

10/2021 - 08/2022

React developer

Pragmatic Coders

Job description:

I was working for Atom Bank through Pragmatic Coders. It's a new British Bank that's completely digital.

Tech stack:

- React (with hooks and context APIs)
- Gatsby
- Jest
- Typescript
- Styled components
- Storybook

Responsibilities:

- creating new UI components and modules
- integrating TypeScript to existing JavaScript applications
- aligning on API contracts with backend developers
- performing code reviews

11/2020 - 01/2022

Software Engineer II - III

Software Mind

Job description:

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

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Front-end tech stack:

- Angular
- Angular Material
- Nx
- Jest

Backend tech-stack:

- Node.js
- Express.js
- testing tools: Sinon.JS, Chai, Mocha

Other technologies I've been using:

- Google Cloud Platform
- Jira, Confluence
- Bitbucket

01/2020 - 10/2020

Game Developer

NetEnt Poland

Job description:

I was responsible for developing the front-end side of slot casino games. For most of the time I was working on the new features. My other responsibilities were performing code reviews, fixing bugs, estimating tasks, refactoring the code, writing unit tests, pair programming. From the technology perspective, I was working with TypeScript code, Jest tests, PIXIJS library and NetEnt's private game framework.

Achievements:

- implemented Jest unit test framework in front-end of Aloha! Christmas game
- co-created front-end side of Aloha! Christmas slot game (from start to release)
- co-created front-end side of Super Striker slot game (joined during development)

05/2019 - 12/2019

Software Engineer

GlobalLogic Poland

Job description:

I was a front-end developer working for Medtronic. I was developing a dashboard application in Angular. I was using Highcharts library for displaying charts.

07/2018 – 05/2019

Junior Software Engineer

GlobalLogic Poland

Job description:

I was a developer for Walgreens Boots Alliance – the largest retail pharmacy in the world. I was developing web and desktop applications using Angular and Electron. I also developed a backend application in Node.js that acts as a proxy between the client and microservices. I have used RxJS to aggregate asynchronous data from microservices and send it to client in the final form. I used TypeScript on both backend and frontend.

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01/2017 - 01/2017

Intern

Quantum software S.A.

Job description:

I was working on Warehouse Management System for Quantum software S.A. Application was working in web with three.js as rendering library. I programmed camera movement, rendering 3D scenes, creating 3D models of racks, containers, products, pallets.

Voluntary work

07/2017 – 02/2019

Fullstack Developer (Angular, Node.js)

Foundation Mountain of Good

Job description:

I was creating user interface components using Angular on UI.

for

I was working on a backend which used Nest.js (Node.js framework), GraphQL connection, and Sequelize for Object-Relational Mapping.

Languages

Polish: native speaker

English: conversational level (B2)

Main skills

Technologies:

- JavaScript, TypeScript
- Angular
- React
- Node.js, Express.js
- Jest
- PostgreSQL
- Sequelize
- RxJS
- HTML5, CSS 3, SCSS, BEM
- Three.js
- HTML Canvas
- Webpack, Vite
- PixiJS

Tools:

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- Git, GitHub, GitLab, Bitbucket
- Jira, Confluence, KanbanFlow

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