# MICHAŁ TERCZYŃSKI

## JavaScript/TypeScript developer

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📍 Cracow

## 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

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## EXPERIENCE

### 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**

📅 01/2014 - 01/2018