



KAMIL STĘPIEŃ

FRONTEND DEVELOPER

CONTACT

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EDUCATION

9/2018 - 5/2022

ZSP NR. 1 W PIOTRKOWIE TRYB.

- IT Technician

10/2022 - Present

UNIVERSITY OF LODZ

- Bachelor's Degree: Economic Informatics

SKILLS

- HTML & CSS
- JAVASCRIPT
- REACT.JS
- JIRA
- C#
- POSTMAN
- SQL

ACCOMPLISHMENTS

2024- Rector's scholarship at the University of Lodz

2021- Second place in the 'AI in My Life' competition by GovTech Poland for innovative AI approach.

CERTIFICATES

- Build Responsive Real-World Websites with HTML and CSS
- The Complete JavaScript Course 2025: From Zero to Expert!
- Postman od podstaw - testowanie REST API

LANGUAGES

- Polish: native
- English: B2
- Italian: (trying)

ABOUT ME

Im a third-year Computer Science student at the University of Łódź, eager to gain experience in the IT industry. I'm open to roles that let me grow my technical skills. I learn quickly, enjoy challenges, and value teamwork :).

WORK EXPERIENCE

mPay

JUL, 2024 - JAN, 2025

Intern Fullstack Developer

- During my 6-month internship at mPay, I developed APIs in C# and gained hands-on experience in frontend development. I collaborated with the team to enhance user-facing features, applying my knowledge of JavaScript and React. I worked on building scalable solutions and troubleshooting issues, gaining valuable insights into full-stack development.

InConventus Group

Jun, 2020 - Oct, 2020

Video Editor

- At Inconvetus, I was responsible for editing videos using Premiere Pro and After Effects, creating dynamic content with smooth transitions and effects. Additionally, I worked on simple graphic designs in Photoshop to complement video projects, ensuring visual consistency and high-quality presentations.

PROJECTS

SwiftDrop

- An informational and fully responsive webpage demonstrating the usage of a delivery app. This project was focused on learning proper HTML & CSS structuring, responsive design, and building UI components such as pricing plans.

FootballPlanner

- FootyPlanner is a web app that helps amateur football players organize matches. Users can register, log in, create games, join existing ones, and choose their playing position. Built with React (frontend) and Express + Sequelize (backend).

Instagram- Clone

- A web page simulating a phone interface where I recreated Instagram. This project focuses on DOM manipulation, creating interactive UI elements,