

# Artur Myszkowski

Senior Software Engineer (Frontend & Full-Stack)

Warsaw, Poland

[contact@arturmyszkowski.pl](mailto:contact@arturmyszkowski.pl)

[arturmyszkowski.pl](https://arturmyszkowski.pl) | [github.com/rthrs](https://github.com/rthrs) | [linkedin.com/in/artur-myszkowski](https://linkedin.com/in/artur-myszkowski)

## Professional Summary

Experienced Software Engineer with over 8 years of experience specializing in the React ecosystem and full-stack development. Proven track record of delivering high-performance applications and leading successful projects, demonstrated by transforming complex business logic into high-quality products. Thriving in collaborative environments. Seeking to leverage expertise in front-end architecture and performance optimization in a hybrid or fully remote role.

## Experience

**Million Monkeys Software** — Senior Software Engineer, Mar 2018 - Oct 2024, Warsaw, Poland

- Architected and led a 4-person team to build a browser-based, DuckDB-powered Business Intelligence tool, replacing a legacy ERP module and delivering a **10x performance increase** in bonus calculation processing.
- Engineered a high-performance WebGL/Three.js rendering engine for a network analysis toolkit, capable of visualizing and processing **complex graphs with over 500,000 vertices**.
- Optimized the "London's Late-Night Food Delivery Service" platform by **reducing first-page load time from 6s to under 800ms** using WebSocket and Firebase, improving user experience for a service covering 99+ restaurants.
- Streamlined a real-estate platform's backend by refactoring its API, **reducing the number of endpoints from over 400 to 20** and significantly improving system performance and reliability.
- **Mentored a group of 5 developers** on best practices in front-end architecture and performance, resulting in measurably higher code quality and a reduction in production bugs.
- **Led the full Software Development Lifecycle** of the food delivery platform's React dashboard and React Native mobile app, managing the project using Agile methodologies to ensure timely delivery.
- Contributed to a 12-person distributed team building a forensic analysis application with Electron and React, implementing a customizable drag-and-drop interface for modular workflows.

**Lekseek Polska** — Junior Full-Stack Developer, Jun 2016 - Oct 2017, Warsaw, Poland

- Built and maintained features for a medical management platform using Python (Django), Vue.js, and PostgreSQL.
- Actively participated in code reviews and quality improvements within a 7-person team, contributing to the overall stability of the application.

## Education

**University of Warsaw** — M.Sc. in Computer Science

Faculty of Mathematics, Computer Science and Mechanics, 2018 - 2020

**University of Warsaw** — B.Sc. in Computer Science

Faculty of Mathematics, Computer Science and Mechanics, 2014 - 2018

## Technical Skills

- **Frontend Core:** React, Next.js, Vue.js, JavaScript, TypeScript, HTML5, CSS3, WebWorkers
- **State Management:** Redux, RxJS, Redux Saga, TanStack Query, React Hook Form, Immer
- **Styling:** Tailwind CSS, Framer Motion, Styled Components, Chakra UI
- **Graphics & Low-level:** WebGL, Three.js, D3.js, WebAssembly, Emscripten
- **Build Tools:** Vite, Webpack, Rollup, Electron
- **Backend:** Node.js, Express, Python, Django, Flask, C/C++, GraphQL, REST API
- **Databases:** PostgreSQL, SQLite, DuckDB, Firebase, Neo4j
- **Mobile:** React Native, Expo, OpenGL ES
- **DevOps & Cloud:** AWS, Google Cloud, Netlify, Docker, CI/CD, Git
- **Projects Management:** Agile, Scrum, Kanban, Code Review, Documentation, Design Docs
- **Soft Skills:** Leadership, Client Communication, Team Collaboration, Problem-solving
- **Languages:** English Professional, Polish Native

## Selected Projects & Open-Source

[Network Centrality Toolkit](#) — Million Monkeys Software, 2018-2020

Created WebGL-based rendering engine handling 500k+ graph vertices. Engine reused in Forensic Analysis System. Developed Cypher-like query interpreter for client-side graph analytics. Built a custom shader code obfuscator using Rollup.

[igraph-community.js](#) — Open-Source Library, 2020

Implemented community detection algorithms and compiled C/C++ to WebAssembly for near-native browser performance. Based on M.Sc. research and [co-authored a paper](#) submitted to ICDE and NeurIPS 2022. The library serves as a core analytics engine for Network Centrality Toolkit.

[arturmyszkowski.pl](#) — Personal Portfolio Website, 2025

Built with Next.js, React Three Fiber, Tailwind CSS, and Framer Motion to showcase professional experience, open-source work, and interactive 3D visualizations.

[americano-lang](#) — Educational Project, 2018

Monadic interpreter in Haskell for a C-like toy language with multi-type arrays and dictionaries.