

Artur Myszkowski

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EDUCATION

University of Warsaw | M.Sc. in Computer Science | Faculty of Mathematics, Computer Science and Mechanics
October 2018 - September 2020

University of Warsaw | B.Sc. in Computer Science | Faculty of Mathematics, Computer Science and Mechanics
October 2014 - September 2018

EXPERIENCE

Million Monkeys Software | Software Developer
March 2018 - October 2024 (6 years 7 months) | Warsaw, Poland

- Specialized in modern front-end development using **React** and **React Native**, with a strong focus on functional and reactive programming.
- Delivered **25 commercial projects**, including both consulting and in-house software development.
- For the last three years, **led a team of developers**, conducted **code reviews**, **software audits**, and wrote **technical documentation**.
- Worked closely with clients and designers to ensure the delivery of **high-quality products**.

Lekseek Polska | Junior Full-Stack Developer
June 2016 - October 2017 (1 year 4 months) | Warsaw, Poland

- Developed new features and maintained the codebase of a medical facilities management application.
- Worked within a **7-person team**, using **Python**, **Django**, **PostgreSQL**, and **Vue.js**.
- Participated in a cross-review process to improve code quality.

SELECTED WORK PROJECTS

Network Centrality | Million Monkeys Software | 2018-2020 | [Live Demo](#)

- Worked in a **4-person team** on a **browser-based network analysis toolkit** with advanced **graph visualization** and **centrality measures**.
- Developed a high-performance **WebGL and Three.js-based** rendering engine capable of handling **500k+ vertices** on a laptop with an integrated GPU.
- Built a **custom Cypher Query Language interpreter** for an advanced graph analytics tool, enabling query execution directly in the browser.
- Developed a **shader code obfuscator** using open-source code from Google Chrome Labs' Proxx game and Rollup, ensuring **secure and optimized bundling** for WebGL shaders.

Business Intelligence Tool for Employee Bonus Calculation | Million Monkeys Software | 2024

- Developed a **browser-based BI tool** for employee bonus calculations in a large factory, replacing a part of an ERP system with a **10x faster and significantly more cost-effective solution**.
- Built a **DuckDB-powered data engine** running entirely in the browser for efficient processing.
- Engineered an accordion-style UI for navigating **deeply nested data**, leveraging a **modified Trie structure** to enable smooth interaction with complex hierarchical datasets.
- Integrated a **React virtualized table**, enabling smooth browsing of **thousands of rows** with minimal performance impact.

London's Late-Night Food Delivery Service | Million Monkeys Software | 2021-2022

- Led a **team of 4** in building a redesigned **dashboard application** for delivery management (**React**) and a mobile app for partner restaurants (**React Native**).
- Designed a new **API architecture** based on **WebSockets** and **Firebase**, reducing the first-page load time from **6s to under 800ms**.
- Managed **project demo meetings**, **requirements gathering**, and **deployment processes**.

Forensic Analysis System | Million Monkeys Software | 2021-2022

- Contributed to an **Electron and React-based** forensic analysis application as part of a **remote Agile team of 12**.
- Participated in **daily standups, sprint planning, demos, retrospectives**, and **QA meetings**.
- Proposed **UI/UX improvements** and implemented a **customizable drag-and-drop system** for dynamic interface elements.

Real Estate Portal Applications | Million Monkeys Software | 2019 - 2020

- Developed **five React applications** for a **Luxembourg-based real estate portal** as a remote team member.
- Maintained close collaboration with the client, participated in **daily calls**, and led **weekly demo presentations**.
- Optimized **API architecture**, reducing the number of endpoint requests **from approximately 400 to 20**.

E-commerce Insurance Plugin | Million Monkeys Software | 2018

- Developed a **jQuery-based plugin** for e-commerce platforms that integrated **insurance widgets** into the shopping process.
- Successfully deployed the plugin in **two German e-commerce stores**.

ACADEMIC PROJECTS

Community Detection Based on Partial Information | Master's Thesis | 2020 | [igraph-community.js](#)

- Proposed **three novel community detection algorithms** for networks with partial prior knowledge of clusters.
- Developed **igraph-community.js**, an open-source **JavaScript library** implementing these algorithms.
- Utilized **Emscripten** to compile **C and C++ code into WebAssembly**, achieving **near-native execution speed in browsers**.
- Co-authored a **conference paper** submitted to **ICDE 2022** and **NeurIPS 2022**.

Universal application for festivals | Bachelor's Thesis | Million Monkeys Software | 2017-2018

- Developed a **white-label mobile application** for event organizers (**React Native, Firebase**).
- Implemented an **interactive, animated 2.5D event map interface** using **OpenGL ES**.
- Built a **sprite-based graphics engine** for event maps using **Python** and **NumPy**.

Toy Programming Language | Programming Languages and Paradigms Course | 2018 | [americano-lang](#)

- Developed a **monadic interpreter in Haskell** for a simple **C-like programming language** supporting **multi-type arrays and dictionaries**.

SKILLS

Soft Skills

- **Team Leadership & Mentoring** – Led teams, conducted code reviews, and mentored junior developers.
- **Project Management** – Experience in **Agile methodologies** (Scrum, Kanban), sprint planning, and backlog management.
- **Communication & Client Interaction** – Worked closely with stakeholders, participated in demos, and gathered functional requirements.
- **Fluent in English (Professional Proficiency)** and **Polish (Native Proficiency)**.

Technical Skills (Selected Stack)

Front-end Development

- **JavaScript, TypeScript, React, Redux, Next.js**
- **RxJS, Redux-Saga, Ramda, Immer**
- **Tailwind, Chakra-UI, Orbit, Styled-Components, Webpack, Rollup**
- **WebGL, Three.js, D3.js, Web Workers, DuckDB**

Back-end Development

- **Python, Django, Flask, Node.js**
- **Firebase (Firestore, Realtime Database, Cloud Functions, Cloud Storage)**
- **SQL & NoSQL Databases**

DevOps & Tools

- **Git, Docker, WebAssembly, Emscripten**
- **AWS (EC2, S3), Linux, Figma**