Arkadiusz Słowikowski

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EXPERIENCE

Bayer Digital Hub, Warsaw
- Senior Software Engineer (JANURAY 2024 - PRESENT)

- Developing backend and frontend modules using Webpack Module Federation
- Making architectural decisions for distributed frontend/backend systems
- Deploying and managing applications on Microsoft Azure
- Onboarding internal developers
- Collaborating with UX designers to shape application user experience
- Creating technical documentation for external developers
- Onboarding and supporting external developers

Netcompany, Warsaw
- Senior Architect (JANURAY 2023 - DECEMBER 2023)
- .NET Consultant (NOVEMBER 2019 - DECEMBER 2022)

- Led the process of developing a website from the scratch using Angular and .NET, as well as developed deployment pipelines
- Designed & developed microservices applications based on Azure technologies
- Designed & developed libraries used by multitude of people, and conducted workshops about them
- Created relevant user and technical documentation
- Onboarded and took care of new company/project memeber
- Day-to-day contact with a client - during stand-ups, planning sessions, spontaneous meetings etc.

DISCO:VR, Warsaw
- Unity/C# & Unreal Engine Developer (JULY 2018 - NOVEMBER 2019)

- Developed desktop/VR games with Unity Engine/C# and Unreal Engine 4
- Developed embedded software in C++ for a VR Treadmill and an algorithm detecting movement of a player basing on his legs' movements

Central Institute for Labour Protection - National Research Institute, Warsaw
- Unity/C# Developer (OCTOBER 2017 - JULY 2018)

- Developed several VR training simulators (with Unity Engine/C#) for industrial machinery like crane or gantry which put a lot of attention to realistic physics of the environment

SKILLS

MAIN LANGUAGES
C# | TypeScript

BACKEND
.NET Core 3+ | ASP.NET Web Api
Azure Functions

FRONTEND
Angular 8+ | JavaScript | HTML | CSS/SCSS
React | Bootstrap

UNIT TESTING
Moq | NUnit

DATABASE
EntityFramework | MSSQL | NoSQL
CosmosDB

MISCELLANEOUS
Azure (CI/CD Pipelines, DevOps, Functions, Service Bus)
Git | PowerShell | Unity Engine | Unreal Engine 4
VR | AR

LANGUAGES
Polish | English

EDUCATION

BEng in Computer Science Warsaw University of Life Sciences *OCTOBER 2015 - JULY 2019*

- Thesis: Application of machine learning in development of a bot's efficiency in a computer game

GitHub

https://github.com/slowikowskiarkadiusz