

JOACHIM HODANA

PYTHON DEVELOPER

DETAILS

ADDRESS

Bydgoszcz/Remote
Poland

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LINKS

github.com/style77

joachimhodana.com

SKILLS

Python

Django, DRF, FastAPI

React, Vite, Next.js

Typescript, Javascript

OOP

Docker, Git

SQL, NoSQL, PostgreSQL,
MongoDB

Celery, RabbitMQ

CI/CD, Unit/integration
tests

Web scraping, Selenium

Using unfamiliar
technologies

SOLID, KISS, DRY, YAGNI

Go

LANGUAGES

Polish

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English

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PROFILE

I'm a backend developer with experience in frontend development, focusing primarily on Python and Go. I am open to relocating to Warsaw after my high school exam if desired by an employer.

EMPLOYMENT HISTORY

Python Developer, Decision Sciences AI

Remote

Nov 2022 — May 2023

Created data analysis pipelines for insurance prices prediction software using Python & data tools. Extracted, cleaned & analyzed data to derive valuable insights, improving efficiency & risk assessment. Used Pandas, Numpy & Postgresql.

Freelancer

Feb 2019 — Present

I have utilized a wide range of technologies to deliver products to clients, engaged in discussions with clients, managed projects alongside other developers, and was responsible for maintaining documentation and ensuring code quality. My technical expertise includes Python (specializing in AI, Large Language Models, Langchain, Streamlit), Go, JavaScript/TypeScript (on the frontend side), PHP (including WordPress), among other technologies that were new to me at the time.

EDUCATION

Teleinformatics Technician, Zespół Szkół Elektronicznych

Bydgoszcz

Oct 2019 — Apr 2024

REFERENCES

Marek Balcerzak from Decision Sciences AI

marek.balcerzak@decisionssciences.ai

PROJECTS

Skynotes

Dec 2023 — Feb 2024

Developed a cloud storage solution with Django REST Framework and React, with addition of microservices via gRPC, including a Go-based thumbnail creation service. Leveraged Celery with RabbitMQ and employed design patterns for efficient file management, all bundled within a Docker Compose setup for simplified deployment.

github.com/style77/skynotes

EcoSphere

Jan 2024 — Feb 2024

Complete ecosystem simulation inside the Unix Terminal. Created to showcase my proficiency in pure Python and Object-Oriented Programming (OOP). Implemented the entire "mind" of animals using the State Design Pattern, added a comprehensive on-screen logger with EventBus, and effectively managed entity behavior with Abstract Base Classes (ABCs)

github.com/style77/ecosphere

Streamx

Jun 2023 — Jul 2023

Live streaming platform written in Django Rest Framework, Next.js with use of Nginx-rtmp module to forward HLS streams - Includes validation with stream keys and allows users to stream from OBS Studio.

github.com/style77/streamx

INTERSHIPS

Network Engineer internship, LOGON S.A.

Bydgoszcz

Jan 2022 — Feb 2022

School internship, I were responsible for creating networks around the office to learn how they work. I also worked with IP cameras and other network-related devices.

Helpdesk & PHP developer, Zakład Informatyki Stosowanej

Bydgoszcz

May 2023 — Jun 2023

Developed a customized ticket report user interface (UI) using PHP – it was my initial experience with the language. I used to visit clients to handle hardware and software repairs provided by the company.

I hereby give consent for my personal data included in my application to be processed for the purposes of the recruitment process under the European Union's General Data Protection Regulation (GDPR) and the Data Protection Act. I am aware that I have the right to withdraw my consent at any time.