PIOTR WROBEL

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ABOUT

Software Engineer with 5+ years of professional experience in full-stack development across web and mobile applications. Experienced in contributing to feature development, architectural design, and system integrations, consistently delivering solutions that balance performance, scalability, and user experience. With a record of close collaboration with cross-functional teams to deliver seamless products. Currently seeking a full-time role to leverage technical expertise and passion for creating impactful digital solutions.

EDUCATION

Bachelor of Engineering, University of Silesia   2019 - 2023

Specialization: Software Engineering

Final grade: **A**

SKILLS

Technical Skills	**Front-end:** Typescript, React, React Native & Expo, Redux, Vite, Next.js, Remix **Styling:** styled-components, Tailwind, Shadcn UI, Framer Motion, Storybook **Back-end:** Node.js, NestJS, Prisma, NeonDB, Upstash, Docker, AWS, Cloudflare **Design:** Figma, Framer **Testing & Monitoring:** Jest, Vitest, Cypress, Sentry
Soft Skills	**Collaboration & Teamwork:** Working closely with teams across multiple projects. **Problem-Solving:** Designing features, architecture, and debugging complex applications. **Adaptability:** Quickly learning new tools, frameworks and technologies. **Time & Task Management:** Efficiently handling multiple projects and deadlines.

EXPERIENCE

Frontend Developer   Feb 2023 - Current

Limur   *Remote*

- Implemented custom marker clustering using Google Maps API and libraries.

- Contributed to the frontend and mobile development and architectural design of enterprise-grade logistics applications, including sophisticated TMS platforms with complex forms, wizards, and advanced AG-Grid tables for streamlined data management.

- Facilitated integration between applications through close collaboration with APIs, utilizing Axios and TanStack Query to optimize data handling and state management.

- Developed and maintained a comprehensive library of UI components using Storybook.

- Upheld code quality and robustness by writing unit tests across diverse projects.

- Facilitated agile project management by integrating ClickUp with GitHub, streamlining task tracking, issue management, and development workflows.

Fullstack Web Developer   Feb 2025 - May 2025

Ludus AI   *Remote*

- Worked on Stripe payment integration and subscription lifecycle management, including webhook handling.

- Translated Figma designs into responsive and accessible user interfaces.

- Upheld code quality by writing tests using Vitest (80% test coverage) for both components and business logic.

- Troubleshot and resolved backend issues, particularly those related to payment processing.

- Investigated and resolved errors reported by Sentry and Cloudflare logs.

- Used Docker for local development, database management, and supported services.

Fullstack Engineer Sep 2023 - Apr 2024

DreamStorm Studios *Remote*

- Designed and implemented AWS Lambda@Edge function for enhanced platform authorization and performance.

- Implemented Zoom VC component to enhance virtual communication capabilities with usage of Zoom VC SDK.

- Created a new guest sign-in/sign-up system using Cognito User Pool and SSO for improved user onboarding to the events.

- Integrated AWS SES service to streamline email communications within the platform.

- Worked on AWS Multi-Region Access Point (MRAP) to ensure optimal access and performance across regions.

- Developed a new UI for the authorization component to enhance the overall user experience.

Fullstack Web Developer Aug 2021 - Dec 2022

DreamStorm Studios *Remote*

- Contributed to the development of The Labz, an event creation platform built with Next.js and craft.js library.

- Took part in the implementation of CI&CD on the AWS Cloud.

- Maintained the database, generating backups and reports using SQL queries.

- Contributed to the development of Aloki, a blockchain-based gaming project with NFT integration.

- Upheld code quality and robustness by writing unit tests across diverse projects.

- Worked on the backend aspects of the applications (lambdas, mailchimp, prisma).

- Worked on company's website with high usage of Locomotive Scroll library.

Europass Internship May 2018 - Jun 2018

Braga Mob *Braga, Portugal*

PROJECTS

- **Personal:** A selection of personal projects is available on the portfolio website and GitHub. (Explore more)

- **Limur Restricted** Contributed to the development of multiple enterprise-grade web and mobile applications for the logistics sector, including TMS platforms, carrier notification systems, and warehouse management solutions.

- **Ludus AI** A modern web application for the Ludus AI platform, providing AI-powered assistance for Unreal Engine developers. (Live)

- **The Labz** A powerful tool to create online events from scratch using simple components. With the ability to change the size, color, pattern, and arrangement of the elements, the user can easily create a website or an online event. (See more)

- **Aloki** First-ever Play-to-Own blockchain gaming concept with Sustainability at its core. (See more)

- **DreamStorm Studios** A beautiful company website made with Gatsbyjs and Locomotive Scroll library. (Live)

LANGUAGES

Polish (Native), **English** (B2)

HOBBY

Running, vinyls, photography, and vibe-coding.