

Przemysław Zalewski

Full Stack Web Developer from Wrocław, Poland. My daily toolbox includes JavaScript, TypeScript, React, node.js, C#, and .NET.

I am fully committed to what I do, I am experienced with the full product lifecycle and I lead projects and teams to achieve their goals. I am product-focused, and I deliver. I love clean code, functional programming, and I participate in code reviews heavily. New challenges and opportunities are what I am looking for.



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Education and work experience

In 2014 I have earned a **Bachelor of Science** degree in **Computer Science** at the **Faculty of Computer Science and Management** of **Wrocław University of Science and Technology**.

Commercial work

July 2017 - present

Sandstream Development sp. z o.o. · Senior Full Stack Web Developer · JS, React, node.js, C#

2012 - July 2017

Self-employment · 25+ apps, 3 million+ downloads · C#, XAML, ASP.NET

September - October 2014

LOSO sp. z o.o. · RatingSpeed · Windows Phone app · C#, XAML

August - September 2014

IT4Biznes Marcin Hatalak · Fast-coffee · Windows Phone app · C#, XAML

February - March 2013

Cube Investments sp. z o.o. · Kwejk.pl · Windows Phone app · C#, XAML

Job paths

Since 2017

Full Stack Web Developer · JavaScript

2012 - 2017

Windows App Developer · C#

Before 2012

Game Developer · C++, C#

Skills

Tech

JavaScript · TypeScript · C# · React · node.js · Redux · React Native · HTML · CSS · Sass · styled-components · Jest · Express.js · Hapi.js
HTTP(S) · REST · WebSockets · JWT · Server-side rendering · Electron · Expo · npm · yarn · Webpack · Babel · Rollup · ESLint · Prettier
Chrome DevTools · Web security · puppeteer · nginx · MongoDB · Redis · WebGL · three.js · .NET · LINQ · Entity Framework · MS SQL

Tools and soft skills

Git · GitHub · GitLab · Jira · Confluence · Figma · Storybook · Docker · Docker Compose · CI/CD · Jenkins · GitHub Actions · AWS
Google Analytics · Cloudflare · Visual Studio Code · Visual Studio · Unit testing · Responsive design · End-to-end testing · Scrum
Scrum Master · Agile · Code review · Mentorship

Projects

Back Office Task Management System

June 2022 - August 2022

PGS Software S.A. for undisclosed client

I joined the project with a vision to lead my team in the journey of delivering the most business value while maintaining the best quality of the code and systems. I supported transition into CI/CD/CD workflows. I brought a massively refreshed UI. The changes resulted in great user feedback and a continuous reduction of errors and time waste.

I was responsible for the technical leadership of a team of 4 developers while also performing active development of features. My day-to-day work included bringing improvements to existing systems and swift communication within the team and across the organization. Through active and deep code review participation, I encouraged my fellow team members to follow best practices and reduce technical debt. I led many fruitful discussions and technical meetings to align on common team values. I steered the development into a data-driven and short-feedback loop and maintained the backlog and sprint plans. I have undergone massive decoupling and simplification efforts to keep the repositories maintainable. By keeping a tight eye on security and correctness, I enforced strict auth, improved observability, and logging. I participated in the cloud cost reduction process by aligning the resource usage for deployments and optimizing for performance.

Ads and Ancillaries

July 2021 - May 2022

PGS Software S.A. for Omio

I worked closely with other developers, product managers, designers, and stakeholders to deliver the best ad experience and coverage across multiple touchpoints and platforms (web, mobile apps, email). I delivered new features while making huge improvements to existing code and processes. Even when my role was mainly on the frontend, I was always happy to jump in and get my hands dirty with server-side code or initially unfamiliar areas such as native code in mobile apps.

I was responsible for bringing the requested features to life, actively participating in the full life cycles from idea and design discussion to implementation, A/B testing, monitoring, and continuous improvement. I consistently got rid of technology debt, improved performance and kept services and features secure and up to date. I loved doing quick, deep, and helpful code reviews. I was always there when any help was needed. During this project, I actively participated in regular meetings and cross-team technical groups to share and disseminate knowledge. I maintained close collaboration with my colleagues during joint programming sessions in pairs and larger groups.

Undisclosed

July 2017 - June 2021

Sandstream Development sp. z o.o. for undisclosed client

Web application for rendering, manipulation, and storage of 3D scans from profilometers, AFMs, and other 3D microscopes. A bespoke solution for a leading company that manufactures profilometry devices and is focused on thin-film measurements.

I was responsible for full-stack software development using a React-based frontend with a C# backend to provide a web-based app that allows 3D image visualization and processing. During this project, I have learned how to work with an on-site and remote team to deliver a great product that satisfies client's and users' needs. I had gained experience with git workflow and collaboration with other developers. I had been performing code reviews and delivered high-quality code. I had also been responsible for the integration of external libraries and close cooperation with the APIs provider, which often resulted in a need for providing detailed bug reports and test cases. I've been continuously focused on providing great user experience, performance, and security, which is why I have brought in useful solutions like visual regression detection toolkit, secret leakage prevention, and optimized the build process to yield the optimal bundle and improve development experience.

Sandtime.io

January 2019 - present

Sandstream Development sp. z o.o.

In-house multiplatform SaaS time tracking system to improve workflows of creative people. With automatic time tracking and integrations, it makes all the parties involved in projects credible and accountable.

I was responsible for leading the project starting from creating the project vision, defining the microservices-based architecture powered by Docker containers, then by delivery of an MVP and continuous development of new features. During this project, I have also been performing a Scrum Master role and helped my teammates to deliver the desired product that meets users' and stakeholders' needs. I was responsible for setting up continuous integration, delivery, and deployment to shorten iteration and delivery cycles. I have introduced an end-to-end testing solution to maintain high quality and reduce risks of broken deployments. I have managed to get the app to multiple platforms and app stores (Windows, macOS, Linux, Windows Store, Mac App Store, Chrome Extension, Android, iOS) by using cross-platform tools like Electron and React Native. I was responsible for the external payment system integration and setting up a subscription model.

Wyrażam zgodę na przetwarzanie moich danych osobowych dla potrzeb niezbędnych do realizacji procesu rekrutacji (zgodnie z Ustawą z dnia 29.08.1997 roku o Ochronie Danych Osobowych; tekst jednolity: Dz. U. 2016 r. poz. 922).