

# Piotr Karczewski

## Full-stack web developer

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## Profile

Full-stack web developer with four years of experience in all phases of the digital content development process. Proficient in prototyping, developing and maintaining data-driven applications, widgets and websites with a strong focus on performance, accessibility and visual appeal. Experienced in navigating multi-product and inter-disciplinary environments remotely and in person. Passionate about collaboratively pushing the boundaries of the web in search of new user experiences.

## Experience

### Full-stack Developer | vnLab

July 2021 – Present (3 years) | Remote/Lodz, Poland

- Developed and implemented a Gatsby-based meta-framework and a series of designer-curated web templates, leading to the successful release of over 10 publications in a short timeframe at the renowned Lodz Film School.
- Developed a paperless web vernissage brochure for an art gallery exhibition utilizing the meta-framework, leading to a 12% reduction in the gallery's costs.
- Led a team of developers implementing an Electron-based desktop application, streamlining the editing process of web publications and simplifying the git workflow for editors.
- Supervised and supported a class of students throughout their Competence Project semester as a part of the cooperation between the Technical University of Lodz and vnLab.
- Co-chaired a three-part series of open-invitation seminars titled "Web Publications Today" in Warsaw designed to facilitate discussions on the future vision for this medium and its technological challenges.
- Co-facilitated a talk on "Web publications & reading in digital culture" at the 2023 Mozilla Festival, enabling vnLab to engage with a global community of like-minded individuals and foster discussions on the subject in a broader, global framework.
- Designed web publications with cutting-edge user interfaces, leveraging Astro and React to push the boundaries of user experiences and setting the standard for future growth at vnLab.
- Worked in a distributed cross-functional team that produced a multi-episode "scrolly-telling" experience commissioned by the National Institute of Historic Preservation.

## Skills

### Development

JavaScript, TypeScript, Ruby, HTML, CSS/Sass  
React, Web Components, Gatsby, Next, Astro, Electron, Node.js  
Ruby on Rails  
Redux, Redux Toolkit, Tailwind, Styled Components, MUI, GSAP, Framer Motion, plotly, d3.js, Radix, React Aria  
PostgreSQL, SQLite/libSQL, SQL, GraphQL  
Playwright, Jest, React Testing Library

### Technical

Data structures and algorithms, OOP & SOLID principles, SEO and structured data, SSR/SSG mindset, Optimisation for high Lighthouse scores, Accessibility principles

### Interpersonal

Teamwork, Public speaking, Open-mindedness, Motivation, Patience, Organisation, Attention to detail

### Tooling

GitHub, GitLab, Jira, Figma, Adobe XD, VS Code, Miro, Notion, Obsidian, Teams, Slack

### Languages

Polish - Native  
English - Fluent  
German – Basic

### Interests

Following web development evolution, Formula 1, Sim racing, Volleyball, Travel

## Front-end Developer | Energenious

January 2021 - December 2022 (2 years) | Remote/Berlin, Germany

- Reviewed and redesigned the user experience within a sector-coupled energy planning and management platform.
- Rectified immutability-breaching bugs in the application's Redux store in order to improve the stability of the app.
- Converted an existing React single-page app into a portable Progressive Web App, enabling its installation on local hosts and distribution through the Microsoft Store.
- Designed and implemented an easily accessible visual network map and system graph to streamline the onboarding experience and decrease the platform's barriers to entry.
- Collaborated on prototyping and development of a micro-frontend web spreadsheet widget in React for internal usage and integration into 3rd party platforms, allowing Energenious to meet the needs of their IoT companion company.
- Developed a feature enabling Energenious to interactively generate PDF reports from their platform to present system simulation results to partners during face-to-face meetings.
- Integrated the web spreadsheet widget into the platform to create dashboards, allowing users to compare simulation scenarios with data visualization based on a GraphQL API.

## Full-stack Intern | BinarApps

July 2019 - August 2019 (2 months) | Lodz, Poland

- Collaborated with a cross-functional team and stakeholders to define the initial project scope.
- Worked in a Scrum team to implement an MVP of the product.
- Implemented API endpoints in Ruby on Rails and created interactive user interface elements in React.

## Education

### Lodz University of Technology

**Faculty:** International Faculty of Engineering **Field:** Information Technology **Degree:** Bachelor of Engineering  
October 2017 - February 2021 | Lodz, Poland

- Worked with a group of international students to create an educational platform in Ruby on Rails using the problem-based learning method.

### Saxion University of Applied Sciences

**Faculty:** Erasmus Exchange **Field:** European Project Semester  
February 2020 - August 2020 | Enschede, Netherlands

- Led a multidisciplinary and multilingual team of students contracted to create a biosensor and a web application monitoring IoT devices from the AllThingsTalk Maker platform and alarming upon undesired activity.
- Communicated with external stakeholders such as the Enschede Police Department, sensor-producing company Sodaq and data aggregation company IMD.