

Bruno Dziecielski

Full-Stack Web Developer focused on building real-time products that fulfills people needs

🌐 Wodzisław Śląski, Poland, CET

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About

As a Full Stack Engineer, I have a proven track record of developing multiple products from 0 to 1. In my collaborative roles, I contribute to creating environments where teams can excel and innovate. Currently, I specialize in using TypeScript, React, Node.js, WebGL (PIXI.js) and Prisma. I have over 2 years of experience in working remotely with multiple companies.

Work Experience

Gembanana Remote Sep 2023 - Present

Full-Stack Developer (Part-time)

Worked on real-time product that helps agile teams aim for their goals and provide a better experience to develop right features. Created a collaborative drawing board. Worked with Next.js, MongoDB, TailwindCSS, Liveblocks and PIXI.js (WebGL 2D renderer).

Nocadis Remote Nov 2022 - Present

React Developer (Part-time)

Implemented new features to existing products, started working in projects from scratch. Created products for companies like admin dashboards and ERP systems. Worked with Next.js, TailwindCSS, Mantine and Typescript.

Medicalgorithmics Remote Nov 2022 - Present

React Developer (Contract)

Worked on products for ECG technicians. Learned more about medical software and how to present ECG strips. Developed features and applications for students, physicians and technicians. Worked with React, Ant Design, Styled component and OData.

Own projects

Ballzone

2D (top-down perspective) real-time game with 2 teams where players try to score a goal and win (like in soccer or hockey). I used React, WebRTC with socket.io to connect players in real-time, canvas API and TailwindCSS.

scanningworld

An app created for "hackheroes" competition (Hackaton) and also used in Explory competition where it made it to the semi-finals. Project works in a way where users scan QR Codes in popular places and get points that can be used to redeem coupons. My part was to create backend in Nest.js and admin dashboard in Next.js.

Collabio

A real-time collaborative whiteboard. Users can move on a board, draw lines, shapes, add images and download a drawing. Made with React (Next.js), Canvas API, TailwindCSS and socket.io.

Shoes-ecommerce

Example shop made from scratch by myself containing fake products. It uses all Next.js optimizations like prefetching product pages, optimizing images; has my own design with all the animations and connected Stripe Payments. Made using Next.JS, Strapi, Stripe, TailwindCSS, Framer Motion.

Portfolio page

My portfolio page made in parallax style. It shows my skills, projects and work experience in a interactive way (mini parallax version of my projects, worth to see!). Made using Next.js, Tailwindcss, Framer Motion.

Skills

TypeScript React/Next.js Node.js Express.js
socket.io WebRTC PIXI.js/Phaser/WebGL Prisma
Mantine TailwindCSS Framer-motion Zustand

Languages

Polish (Native)

English (B2)

Education

ZST Wodzisław Śl. 2019 - Present

Programming Technician (351406, INF.03, INF.04)

Freelance Experience

Definya RPG Apr 2023 - Aug 2023

Full-Stack Game Developer (Phaser)

Worked as a freelancer creating online RPG game (tibia style). I learned to use WebGL and WebRTC together with production ready solutions used in online games. Worked with React, Express.js, Phaser, MongoDB and socket.io.

PlayGate September 2022

React Developer

Expanded my own application "Collabio" (real-time whiteboard) to work with PlayGate app. Added features and prepared app to be production ready. Worked with React, canvas API and socket.io.