

# Bruno Dziecielski

Full-Stack Web Developer focused on building 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 using newest tools like RSC and community best libraries (shadcn/ui, Tanstack Query, NextJS, Remix, Tanstack Router), Node.js and WebGL (PIXI.js). I write highly testable code using Clean Code Architecture. I have over 2 years of commercial 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. I Created a collaborative drawing board in WebGL. Worked with Next.js, MongoDB, TailwindCSS, Liveblocks and PIXI.js (WebGL 2D renderer).

**Nocadis** Remote Nov 2022 - Present

Full-Stack 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 and QRSes. Developed features and applications for students, physicians and technicians. Worked with React, Ant Design, styled components 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 an interactive way (mini parallax version of my projects). Made using Next.js, Tailwindcss, Framer Motion.

## Skills

Frontend:

- TypeScript
- React.js (Hooks, Context API, Zustand, SSR, RSC, Suspense, Server Actions, React 18 features, Tanstack Query, Router, Next.js, Remix, React Optimizations, Web Workers)
- UI Animations: Framer Motion, GSAP
- CSS Frameworks: TailwindCSS, CSS Modules, Styled Components
- Testing: Vitest (Unit Testing), Cypress (E2E Testing), React Testing Library, Jest
- WebSockets: socket.io, WebRTC
- Game/Graphics Development: PIXI.js, Phaser, WebGL

Backend:

- Node.js (Express.js, Hono)
- Databases: PostgreSQL, MongoDB, Redis
- API Development: REST, GraphQL, tRPC
- Authentication & Security: JWT, Sessions, OAuth2, Lucia Auth, NextAuth

DevOps & Tools:

- Version Control: Git, GitHub, GitLab, Azure Devops, Bitbucket
- CI/CD: GitHub Actions
- Containerization: Docker
- Build Tools: Webpack, Turbopack, Babel, Vite
- Self hosting on VPS using coolify

Common:

- Clean Core Architecture (separation of concerns to frameworks & drivers, infrastructure, interface adapters, application and entities)
- Python (basic scripting like importing data from csv to database, web scrapping and automatizations)

## Languages

Polish (Native)

English (B2)

## Education

**Politechnika Śląska** 2024 - Present

Computer Science (practical profile)

**ZST Wodzisław Śl.** 2019 - 2024

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

## Freelance Experience

**Definya RPG** Dec 2022 - 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.