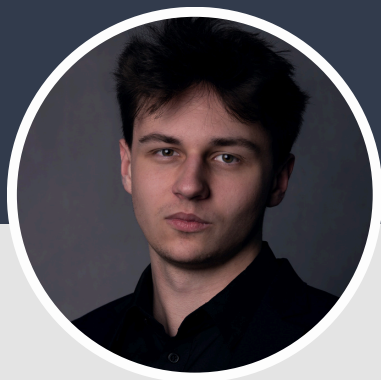


MICHAŁ KUJAWSKI

SOFTWARE ENGINEER



Contact

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- michalkujawski.dev
- linkedin.com

Soft skills

- Teamwork
- Leadership
- Problem Solving
- Effective Communication

Certificates

- CPA – C++ Certified Associate Programmer Certification, 2022
- Certified IT Technician (Technik Informatyk) – Polish vocational certificate, 2023
- Certified Programming Technician (Technik Programista) – Polish vocational certificate, 2024

Languages

- English - C1
- German - B2 (learning)
- Danish - A1 (learning)
- Polish - Native



Profile

Software developer skilled in Node.js, Laravel, and Vue.js, with experience building APIs and optimizing backend performance. Proven ability to work in Agile teams using GitHub and Jira. Currently focused on cloud deployment and DevOps practices (AWS, Docker, Linux automation).



Technical Skills

- Programming Languages:** JavaScript (ES6+), TypeScript, PHP, C++, C#, Python
- Frameworks & Libraries:** Node.js, React.js, Laravel, Vue.js, React Native, Expo
- Databases:** MySQL, PostgreSQL, MongoDB
- DevOps & Tools:** AWS, Docker, Git, GitHub, Linux, CI/CD pipelines
- Collaboration & Workflow:** Trello, Jira, Notion, Agile/Scrum
- Testing:** Jest, PHPUnit



Work Experience

Clean Scripts aug. 2023 - oct. 2023
Fullstack developer - internship

- Built and optimized RESTful APIs, reducing response time by 30%.
- Contributed to frontend-backend integration with Vue.js + Node.js.
- Implemented unit tests, increasing bug detection efficiency by 25%.
- Contributed to building 5 new features.
- Collaborated via GitHub for version control and Jira for task management.
- Participated in Agile workflow (daily standups, code reviews).



Education

Bachelor of Software Engineering 2025 - present
University of Southern Denmark (SDU)

IT Technician - Programmer 2020 - 2025
IT Technical school | SCI Szczecin, Poland
GPA: 3.7 / 4.0



Interests

- Cloud Computing** – aiming to specialize in cloud-native development and DevOps practices
- Game Development** – passionate about building immersive gameplay experiences and experimenting with Unity/Unreal Engine