



Lukasz Kups

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Front-end developer by experience, game developer by heart Looking for Vue.js-related, 100% remote roles. Using JavaScript/TypeScript, Vue.js 2 + 3.

Skills

Positions

Front End, Games Developer

Experience level

Mid, Senior

Core skills

JavaScript, Typescript, Vue.js

Other skills

Game Development, HTTP, HTML5/CSS3, SASS

Work eligibility

EU

Preferences

Work type

Remote

Work timezone

UTC-2:00 - UTC+2:00

Tech stack/Tooling

Vue.js, JavaScript, Typescript, Game Development

Languages

English (fluent)

Polish (fluent)

Experience

Senior Software Engineer, Altium

04/2024 - Present (1 month)

Extending Altium 365 web application with new modules and functionalities.

FRONT-END DEVELOPER, Mercedes-Benz.io

02/2021 - 04/2024 (3 years 3 months)

In the first 6 months I've been developing an internal MVP project, based on provided prototype & documentation. After successfully finishing MVP I've been assigned to another MB.io project, that is being used across all the markets by business customers of the Mercedes-Benz company:

- maintaining existing components and developing new ones using Vue.js framework
- creating utilities that automates daily tasks and reduces code duplication
- migrating codebase from Webpack to Vite
- migrating codebase from Vue 2.x to Vue 3.x

Technologies: Vue.js, Vuex, Pinia, TypeScript, JavaScript, Node.js, Jest, Adobe AEM, Jenkins, Github Actions, BlackDuck.

Working in a 100% remote team.

FRONT-END DEVELOPER, Upstack.co

02/2020 - Present (4 years 3 months)

Contract freelance work in Vue.js / front-end related projects.

FRONT-END DEVELOPER, HICX Solutions

02/2020 - 06/2021 (1 year 5 months)

Maintaining company product & developing new functionalities using Vue.js framework & Nuxt.js. Optimizing development & deployment-related processes by creating automation scripts. Working in a 100% remote team, across various (+/- 8 hours) time zones.

FRONT-END DEVELOPER, QCONTACT

01/2018 - 02/2020 (2 years 2 months)

Creating web-based, real-time applications using Vue.js and JavaScript-related technologies, (Node.js / WebSockets / WebRTC / SIP.js). Writing tests for created modules, (using Mocha / Chai / Sinon / jsdom / jest). Support in recruitment processes of the new Front-end developers. Contract work, remote (GMT / GMT+1)

FRONT-END DEVELOPER, Influenster

06/2017 - 10/2017 (5 months)

Developing new and maintaining existing product functionalities (rebuilt main application module (search) from static Django template to React.js Single Page Application). Improving structure and performance of existing code. Implementing new search mechanism, built with React.js and Algolia tools.

Supporting back-end developers on front-end related tasks. Contract work, remote (CEST / EDT Time zones).

Experience

JAVASCRIPT DEVELOPER, ITM BUSINESS SP. Z O.O.

04/2015 - 04/2017 (2 years 1 month)

Creating and maintaining modular, reusable front-end modules for Django-based ERP application. Mobile app development, using Apache Cordova, PhoneGap and Intel XDK. Creating dedicated Single Page Applications using npm and pure JavaScript (framework-free) or Angular.js / React.js + Redux tools. Workflow based on SCRUM (2 weeks sprint iteration).

Using JavaScript, jQuery, PhoneGap, Cordova, bits of Angular.js 1.x, git.

FULL-STACK DEVELOPER, LUKASZKUPS.NET

01/2015 - Present (9 years 4 months)

Creating dedicated mobile and web apps for clients from all around the globe:

- Single Page Applications (SPA) based on Vue.js, Node.js, Express.js, npm and MongoDB,
- Mobile applications (Android, iOS), made with PhoneGap Cordova, npm and Intel XDK,
- WordPress or other CMS based websites,
- Tech blogging,
- Web design,
- Branding/Identity design,
- Side projects, built with Vue.js / Cordova + PhoneGap / Node.js + Express.js, Construct 3 Game Engine,

DEVELOPER, ITM BUSINESS SP. Z O.O. SP. K.

10/2013 - 03/2015 (1 year 6 months)

Creating WordPress and custom CMS based websites, development of front-end framework for ERP (SaaS) application. Using JavaScript, jQuery, WordPress, git.

Education

Poznan University of Technology

2012 - 2014 (2 years)

Master Degree in Business Processes in IT

Poznan University of Technology

2008 - 2012 (4 years)

BSc in Computer Science

Projects

Terry Poorflyer

01/2022 - 04/2022 (4 months)

https://store.steampowered.com/app/1935130/Terry_Poorflyer/

My first PC game that has been released on Steam (made with Construct 3 game engine).

Inspired by retro side-scrolling platformers, Terry Poorflyer adds own "stomp" flair to it, handled by physics engine more advanced than in HL3! (or, at least at the time this description has been written)

Collect all the coins on the way to gain a perfect score and help Terry fund a brand new (used) plane to continue his adventures!

BOINK!

09/2020 - 12/2020 (4 months)

<https://lukaszups.itch.io/boink>

My first puzzle indie game ever made, in Construct 3 game engine.

Tavuelo

08/2019 - 12/2021 (2 years 5 months)

<https://www.npmjs.com/package/tavuelo>

My first npm package. A simple table component built with Vue.js that meant to be as simple and reusable as possible.