

Lukasz Kups

Senior Frontend Engineer focused on Vue.js, TypeScript and frontend architecture. Interested in scalable applications, reusable systems, developer experience and modern web technologies. Open to remote roles.

CONTACT

Poland

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Stack Overflow
https://stackoverflow.com/users/1004946/lukaszkups

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-4:00 - UTC+4:00

TECH STACK/TOOLING
Vue.js, JavaScript, Typescript, Game Development, Git

LANGUAGES

English (fluent)

Polish (fluent)

EXPERIENCE

Front-end developer, HICX Solutions

06/2025 - 10/2026 (1 year 5 months)

- Contributed to the evolution of HICX's frontend architecture from Java/FTL server-rendered views toward a Vue 3 / Nuxt 3 API-first application, while maintaining integration with legacy applications.
- Designed and evolved a configuration-driven widget platform where pages, layouts and nested widgets are assembled from CMS configuration, enabling new product modules to be delivered through reusable building blocks rather than custom implementations.
- Defined shared patterns for state management, data flow and application logic using Pinia, consolidating previously fragmented approaches and enabling widgets to communicate and share state consistently.
- Built and extended reusable frontend components and platform capabilities, including advanced data tables, forms, filters, permissions, visibility rules, drawers and modals, used across multiple product modules.
- Led frontend work on major product initiatives including Supplier Performance Management, supplier hierarchy management, AI assistant integration and a platform-wide UI redesign.

Senior Software Engineer, Altium

04/2024 - 05/2025 (1 year 2 months)

- Contributed to the development of Altium 365, a large-scale cloud platform for PCB design and electronics development.
- Developed and maintained frontend functionality across the Altium 365 web application.
- Implemented new modules and product features within an established production codebase.
- Collaborated with cross-functional engineering teams to deliver and integrate new functionality.

Front-end developer, Mercedes-Benz.io

02/2021 - 03/2024 (3 years 2 months)

- Developed web applications used across Mercedes-Benz markets by business customers.
- Built a frontend MVP from prototype to completion during an initial 6-month engagement, then continued with the B2B product team responsible for the platform.
- Owned the migration of our team's codebase from Vue 2 to Vue 3 as part of the wider product migration.
- Owned the migration of our team's build system from Webpack to Vite, modernizing the development and build workflow.
- Developed and maintained reusable Vue.js components and shared frontend functionality across the application.
- Built developer utilities that automated recurring tasks and reduced code duplication across the codebase.
- Worked with Vue.js, Vuex, TypeScript, JavaScript, Node.js, Jest and Adobe AEM in a distributed, fully remote team.

Front-end developer, Upstack.co

02/2020 - 12/2023 (3 years 11 months)

- Worked on client-facing frontend projects as a contract developer, primarily using Vue.js.
- Developed and maintained frontend applications and reusable components across multiple client projects.
- Implemented new features and improvements within existing production codebases.
- Collaborated with distributed teams in a remote development environment.

Front-end developer, HICX Solutions

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

- Developed and maintained HICX's web platform using Vue.js and Nuxt.js in a fully remote, distributed team.
- Developed and maintained frontend features and reusable components across the product.
- Built automation scripts that streamlined development and deployment processes.
- Collaborated with a distributed engineering team across multiple time zones.

Front-end developer, Qcontact

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

- Frontend Developer building real-time web applications using Vue.js and JavaScript technologies.
- Built the foundations of the frontend application as the first dedicated frontend developer, establishing patterns and structure that continued to be used in later development.
- Developed real-time functionality using WebSockets, WebRTC and SIP.js, with Node.js supporting the frontend ecosystem.
- Built and maintained automated tests for frontend modules using Mocha, Chai, Sinon, jsdom and Jest.
- Supported the recruitment and onboarding of additional frontend developers as the team grew.
- Worked remotely with a distributed team across GMT/GMT+1 time zones.

Front-end developer, Influenster

06/2017 - 10/2017 (5 months)

- Developing and maintaining product functionalities for a consumer-facing web platform.
- Improving the structure and performance of existing frontend code.
- Implementing a new search mechanism using React.js and Algolia.
- Supporting backend developers with frontend-related tasks and integrations.
- Working remotely with a distributed team across CEST/EDT time zones.

JavaScript Developer, ITM Business sp. z o.o.

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

- Creating modular and reusable frontend modules for a Django-based ERP application.
- Developing dedicated Single Page Applications using JavaScript, Angular.js and React.js with Redux.
- Creating cross-platform mobile applications using Apache Cordova, PhoneGap and Intel XDK.
- Working with npm-based development workflows and reusable frontend modules.
- Developing software in a Scrum-based environment with two-week sprint iterations.

Freelancer, lukaszkups.net

01/2015 - Present (11 years 9 months)

- Building web and mobile applications for clients worldwide, from initial concept and UX to development and deployment.
- Developed web applications and SPAs using Vue.js, Node.js and JavaScript.
- Built cross-platform mobile applications for iOS and Android.
- Delivered custom websites and CMS-based solutions, including WordPress.
- Worked across development, UI/UX, branding and independent side projects.
- Explored new technologies through personal projects and technical writing.

Web Developer, ITM Business sp. z o.o. sp. k.

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

- Creating websites based on WordPress and dedicated CMS platforms.
- Developing web applications using JavaScript and REST APIs.
- Working in a Scrum-based development environment with two-week sprint iterations.

Freelance Web Developer, Webrackets

06/2010 - 11/2014 (4 years 6 months)

- Creating dedicated web and mobile solutions for clients in Poland.
- Developing WordPress and other CMS-based websites.
- Creating cross-platform mobile applications using PhoneGap.
- Working on web design and branding/identity projects.

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

Partikle
11/2024 - Present (1 year 11 months)

https://www.npmjs.com/package/partikle

- A zero-dependency library for rendering floating particles

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://lukaszkups.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.