

# KAROL PADIASEK

## Senior Full Stack Software Engineer

+44 777 0145383

@ karol.padiasek@gmail.com

https://www.linkedin.com/in/karol-padiasek-47933225

https://sachem.dev

Forres, UK

https://github.com/sachem

### DEVELOPMENT SKILLS

#### Back-end

PHP	MySQL	Laravel	Yii
Linux	AWS	Apache	APIs
Redis	CodeIgniter	MsSql	
Bash	Nginx	Node.js	C#
PHPUnit	Proxmox	Python	
MsSQL	WebSockets	Golang	

#### Front-end

JavaScript	Angular	VueJS
ReactJS	Bootstrap	jQuery
CSS3	HTML5	TypeScript
ionic	RWD	Unity

### OTHER SKILLS

<u>Problem-solving</u>	<u>Team-player</u>	
<u>Time management</u>	<u>Leader</u>	
<u>Scrum</u>	<u>Agile</u>	<u>Kanban</u>
<u>Creativity</u>	<u>Customer-focused</u>	
<u>Result-Driven</u>	<u>Mentor</u>	<u>Git</u>
<u>Docker</u>	<u>Vagrant</u>	<u>GitHub</u>
<u>GitLab</u>	<u>CI/CD</u>	<u>Unit Tests</u>
<u>WordPress</u>		

### EDUCATION

#### Masters in Mathematics

Adam Mickiewicz University

01/2004

#### Bachelor in Computer Science

Adam Mickiewicz University

01/2007

### SUMMARY

Karol is a highly experienced full stack web developer. Over the course of over 15 years in the field, he has demonstrated expertise in the complete web development lifecycle. From conceiving and architecting web applications to coding, testing, and deployment, Karol excels at delivering clean, maintainable, and reusable code. He is known for his collaborative spirit and problem-solving abilities. Companies he delivered software to are the best proof of his craftsmanship.

### EXPERIENCE

#### Full Stack Web Developer

Red Box Web Design Ltd

02-2025 – 03-2025 remote

- Enhanced security and implemented new features in a modern web application for scheduling fire inspections
- Developed and maintained a PHP/Laravel API and a ReactJS front-end within an AWS environment, utilizing Docker
- Transformed the website into a Progressive Web App (PWA), enabling offline functionality for completing inspection reports

#### Lead Developer / Technical Architect

Dragon Lords

08-2024 – 01-2025 remote

- Completed the development of a Unity-based game, which is now being demoed and my work passed to a non-technical/design team
- The project is utilizing Unity/C# for client's game logic and mechanics
- Finalized game's back-end/API development using Laravel 10 (PHP), with MySQL and Redis for
- Data storage and caching
- Switched from Node.js to Python to Go for WebSocket communication, further optimizing real-time interactions within the game
- This project has greatly helped me deepen my expertise in software and game design patterns which resulted in a robust project architecture

#### Full Stack Web Developer / DevOps Engineer

Miura Systems

12-2023 - 07-2024 remote

- Worked closely with IT director to help the business meet its goals
- Improved and extended existing CI/CD GitLab pipelines
- Added new and improved existing features in a Yii2 (PHP) website
- Worked with Docker, AWS and GitLab on a daily basis
- Came up with solutions to streamline workflows and deployment (Bash/Python scripting and GitLab CI/CD)

#### Mobile Application Developer / Unity Developer

Dragon Lords

02/2023 - 11/2023 remote

- Architected MMORPG game's systems including: world's grid, path-finding, mining, crafting, travels, multiplayer, inventory system, NPC interactions and many more
- Worked on the API/back-end for the game using Laravel 10, MySQL, Redis and NodeJS for
- WebSocket communication
- Worked on the front-end for the above in Angular 15, Ionic and Capacitor
- Re-written the front-end for the above using Unity game engine / C#
- As side project, created a habit-tracking Android/iOS app in React/Ionic/Capacitor and PHP/Laravel/MySQL

#### Lead Web Developer / Scrum Master / DevOps Engineer

Ludic Group

10/2019 - 02/2023 remote

- Worked on SmartLab, a SaaS product serving global companies
- Oversaw and worked hands-on on SmartLab's transition from CodeIgniter 3 to Laravel and React
- Supervised building SmartLab's mobile app with Angular and Ionic
- Collaborated with Project Managers to ensure timely feature delivery for various clients
- Successfully implemented Scrum methodology in the Dev Team, overseeing sprint planning and execution
- Mentored junior developers, conducted code reviews, and established effective branching strategies
- Created DevOps tools and bash scripts for easy SmartLab instances updates

#### Senior Full Stack Web Developer

Ludic Group





05/2016 - 10/2019 remote

- Built graphical representation and CSV export for multiple statistics within SmartLab
- Developed a Learning Content Builder for SmartLab using ReactJS
- Architected and developed a robust platform for major banking institution in Laravel 5
- Acted as project lead and contributed significantly to task management system (Laravel 5)
- Helped improve SmartLab via adding new features, updating old, fixing bugs

## LANGUAGES

English	Professional	<div><div></div></div>
Polish	Native	<div><div></div></div>
German	Intermediate	<div><div></div></div>
Spanish	Intermediate	<div><div></div></div>

## PASSIONS

-  Rock climbing
-  Drums
-  Vinyl records mixing
-  Time with family and nature

## Full Stack Web Developer / SysAdmin

### Design Forge

📅 03/2014 - 05/2016 📍 remote

- Created ximbo.land - fashion game / community site written in Yii framework, AWS server admin (later migrated to Proxmox), extensive use of Redis caching
- Worked with digital agencies in London to help build complex web applications using Laravel 5, Yii2 and WordPress

## Senior Web Developer

### OnBuy.com

📅 01/2013 - 03/2014 📍 Bournemouth, UK

- Senior member of the team building OnBuy.com - online marketplace
- Created logic and front-end tools for product data import from external sellers
- Mentored and helped junior staff

## Senior / Lead Web Developer

### CD-WEB

📅 03/2012 - 12/2012 📍 Poznan, Poland

- Built an "ask a lawyer" portal for onet.pl, integrated various payment gateways
- Created SEO enhancing tool using Yii framework
- Created complex CRM system for sewage company, including a C# program to import from Oracle database
- Mentored junior devs and acted as project manager for projects created with company's CMS system

## Web Developer

### CD-WEB

📅 06/2009 - 02/2012 📍 Poznan, Poland

- Built numerous e-commerce solutions, web portals, CRM's, as well as simple websites based on the company's CMS system
- improved / developed further company's legacy CMS system
- Refactored/rebuilt my MMORPG game / created my own little PHP framework

## Web Developer

### Freelancer

📅 10/2006 - 10/2009 📍 remote

- Added new and improved existing features worked on optimisation of job board website: gowork.pl (legacy code)
- Created websites with WordPress and Joomla
- Took different web development jobs, mainly focusing on PHP and MySQL optimisation
- Created MMORPG game: www.smoczyjezdzy.pl