

Kontakt

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Główne umiejętności

Vector Databases

Large Language Models (LLM)

OpenAI API

Languages

Polish (Native or Bilingual)

English (Professional Working)

French (Elementary)

Certifications

Level 3 English for Business - pass with distinction

Certyfikat ukończenia kursu AI DEVS 3 (Agents)

Certyfikat ukończenia kursu 10xDEVS 2 (wyróżnienie)

Honors-Awards

Rector's Scholarship

Marcin Maślanka

Senior Frontend Engineer (React/TS) | AI Engineer | Building with LLMs | Remote

Warszawa, Woj. Mazowieckie, Polska

Podsumowanie

Senior Frontend Engineer with 10 years of experience, specializing in bridging the gap between complex backend systems and intuitive, high-performance user interfaces.

My primary focus is now AI. I am passionate about building full-stack, AI-native applications from the ground up.

► AI & RAG Implementation:

At Common, I architected and implemented a multi-provider (GPT-4o, Claude, Gemini) text generation system featuring streaming, web search integration, and hierarchical feature controls.

I also independently designed and built "Fotelik," an AI-powered political matchmaker, implementing an end-to-end RAG (Retrieval-Augmented Generation) pipeline using LLMs, Firecrawl, and a Vector Database.

► Core Expertise:

- AI & Data: LLMs (OpenAI, Claude, Gemini), RAG, Vector Databases, Semantic Search
- Frontend: React, TypeScript, Next.js, React-Query, TRPC, Zustand
- Backend & DevOps: Node.js, AWS (EC2, ECS), Docker, CI/CD

► Status:

I am not actively looking for a new role, but I am always open to connecting with innovators and discussing challenging projects in the AI or FinTech spaces.

Doświadczenie

COMMON

Senior Frontend Engineer

grudnia 2022 - Present (3 lata 3 mies.)

New York, New York, United States

A New York-based startup building a sovereign community platform for web3 ecosystems.

- Acted as the key React expert, partnering with the CTO, to drive the platform's architectural migration from Mithril. Led the hands-on implementation of the new React architecture, transitioning core functionalities, routing, and state management.
- Established and documented React best practices, standardized modern state management patterns (React-Query, TRPC, Zustand), and led rigorous code reviews to elevate platform-wide code quality.
- Engineered and delivered multiple high-impact web3-native features, including the 'Community Stake' flow, 'Farcaster Contest' integration, 'Weighted Topic Voting', and the core 'Referrals' program.
- Spearheaded the design and implementation of the platform's AI capabilities: architected a unified, multi-provider (OpenAI, OpenRouter) text generation system, built the UI for model selection (GPT-4o, Claude, Gemini) with web search integration, and implemented streaming responses.
- Drove major developer & product improvements: re-architected the main application to be mobile-friendly and PWA-ready, and built a new Components Showcase (internal Storybook) used by engineering, product, and design.

Patio

Senior Frontend Engineer (React)

czerwca 2021 - listopada 2022 (1 rok 6 mies.)

San Francisco Bay Area

A private community app for college students, enabling them to discover interests, connect, and communicate (patio.app).

- Led the development of critical frontend features for the patio.app web platform, shipping impactful updates in a fast-paced startup environment on 1-2 week cycles.
- Engineered and scaled the application using a modern stack: React, Apollo Client, GraphQL, and Hasura.
- Owned the full frontend feature lifecycle: from translating Product Requirement Documents (PRDs) into technical specifications to creating and sizing tickets.
- Managed and delegated work to other teammates related to specific projects, ensuring timely delivery.

- Acted as a key technical liaison, collaborating closely with mobile and backend teams to define robust technical requirements and ensure API feasibility.
- Maintained high code quality and platform stability through rigorous code reviews and by building a comprehensive testing suite (Jest & Cypress).
- Proactively identified, managed, and prioritized technical debt to ensure long-term system health and scalability.

Brainhub

Full Stack JavaScript Developer

grudnia 2018 - czerwca 2021 (2 lata 7 mies.)

Bielsko-Biala, Silesian District, Poland

A software development agency working with international clients from Silicon Valley, England, and India.

- Led frontend development and delivered 5+ complex international projects for funded startups and large-scale companies.
- Developed and successfully launched a macOS desktop application featured on ProductHunt.
- Architected and built a new company website and an integrated handbook library, which significantly increased lead generation and new contract acquisitions.
- Acted as a technical and team lead: directly gathered and validated business requirements with stakeholders (CEOs, CBOs), led SCRUM ceremonies (reviews, planning), and mentored newly hired developers.
- Owned the full SDLC, from task estimation and active code review to setting up automated CI/CD pipelines using Gitlab CI, AWS EC2, and AWS ECS.
- Conducted performance and load tests, analyzing results to implement code optimizations and configure AWS auto-scaling (horizontal and vertical).
- Integrated key third-party services, including Paddle (payments) and Segment (data collection).

Grape Up

Software Engineer

września 2016 - października 2017 (1 rok 2 mies.)

Kraków, woj. małopolskie, Polska

A software house building solutions for large US corporations in a SCRUM environment.

- Developed and implemented pixel-perfect, responsive UI components in React, Redux, and Redux-Saga, based on direct collaboration with US-based design teams.
- Engineered core functionalities for a complex SDK for a Unified Communication platform using Object-Oriented JavaScript.
- Ensured high code quality and stability by writing extensive unit tests (Jest/Jasmine), successfully achieving and maintaining over 90% test coverage.
- Developed a dedicated test application in AngularJS for end-user product validation prior to release.
- Conducted R&D on Canvas and SVG technologies for an advanced yearbook creator project.

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Front End Developer

grudnia 2015 - sierpnia 2016 (9 mies.)

Cracow, Lesser Poland District, Poland

A product company developing B2B applications in a SCRUM environment.

- As the sole frontend developer on the team, I owned the entire UI layer, proposing and creating new application views using HTML, CSS, and Bootstrap.
- Designed and developed the complete User Interface for a new application, adhering to UX standards.
- Built application interactivity and logic, demonstrating technological evolution from jQuery and AngularJS to Angular2 and TypeScript.
- Collaborated directly with backend developers to design, negotiate, and integrate REST API endpoints.

Wykształcenie

Uniwersytet Ekonomiczny w Krakowie

Master's degree, Management · (2015 - 2017)

Uniwersytet Ekonomiczny w Krakowie

Bachelor's degree, International Economic Relations · (2011 - 2014)