Michał Bodzianowski

Full-Stack Web Developer ✉ **its@michal.us** ⦿ **itsMichal**

About Me

Hi, I'm Michal Bodzianowski - an award-winning creative developer with a passion for developing innovative and engaging user experiences. I specialize in full-stack web dev with React/Typescript, as well as UI/UX design, 3D/VR/AR development, and AI/ML integrations.

Education

### University of Colorado at Boulder
Aug 2019→May 2023

- B.S. Computer Science + B.S. Creative Technology and Design
- Business Minor & Certificate of Entrepreneurial Studies

Experience

### SHINE Laboratory 🔗 Primary Full Stack Developer
Aug 2020→Now

- Built out testbeds and websites in React/Typescript/Next.js, including the lab's website, powered by Contentful CDN for ease-of-use
- Implemented realtime systems using WebSockets and Python/Flask backends, architecting MVC systems with maintainable code
- Created the shown dashboard display for AI/ML data output, and won Best Interactive Event at AI in Education Conference 2022
- Architected AWS deployments, pipelines and performed DevOps for CU Boulder's AI Institute (iSAT), working to create an efficient MLOps flow
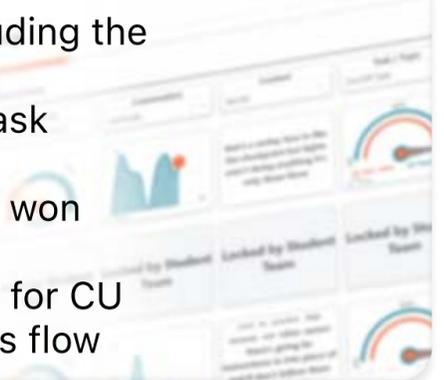
AmedicaRx 🔗 Full Stack Developer
Aug 2022→Apr 2023

- Worked directly with CEO/founders to build a React web platform
- Implemented Gitlab CI/CD pipelines and test suite in Jest
- Built out medication search and admin dashboard functionality to specification, used AWS suite (DynamoDB/S3/Route53/Lambda)
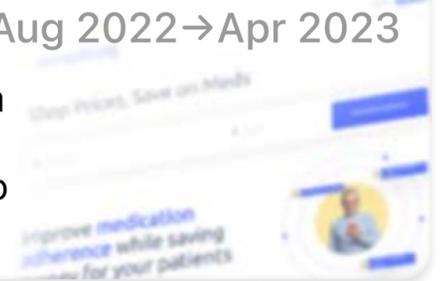
Windward Studios Software Development Intern
Aug 2019→Feb 2020

- Worked on REST API/OpenAPI offerings in .NET/C++/Python, utilizing Azure DevOps

Panther Labels Augmented Reality Intern
Summer 2018

- Developed an Augmented Reality app in Unity/C# to assist repair of labelling machines

Projects

Blueprint Boulder 🔗 Vice President
Aug 2020→May 2023

- Built website and components using Gatsby/Vercel/React
- Mentored and led over 50 students in 10+ shipped projects for social good
- Hosted workshops on modern web development, helped develop skills

Creatle Solo Developer
March 2022

- Web-based game engine concept, build your own Wordle spinoff
- Built using Typescript/Prisma/Nextjs/Tailwind CSS in just 6 hours
- Won Best in Games Music & Entertainment and 2nd Overall at HackCU

GroceryBot 🔗 Lead Developer
Fall 2021

- Programmed autonomous grocery-shopping robot in Webots simulator
- Utilized inverse kinematics, path finding and planning, and computer vision
- Built online shopping web interface for end-user convenience.
- Our project was used as a template for final projects in future classes
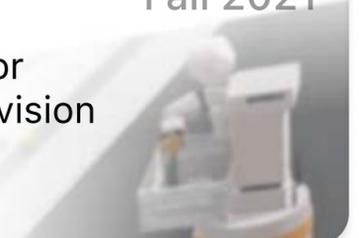
Thank You! 🔗 **mbodzianowski** 🌐 **halmic.co** ⦿ **halmic**