Kamil Pula - Frontend Developer

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Tech Stack

Languages: TypeScript, JavaScript, Python, PHP, C#, SQL

Frameworks: Vue 3, Nuxt, Laravel, Unity, Svelte

Tools & Concepts: ESLint, Node, Docker, Git, Bash, Monorepos, Domain-Driven Design, CI/CD, Svelte, Drizzle, Prisma, Tailwind, Vitest, Jest

Experience

Machineportal - Frontend Developer / Tech Lead, June 2023 - Present

- Led migration of a legacy Vue 2 SPA to Nuxt 3, introducing SSR capabilities and transforming a client-only app into an SEO-optimized marketplace
- Designed monorepo structure inspired by Domain-Driven Design using Nuxt's layering system
- Integrated legacy and modern apps via reverse proxy and session bridge
- Established component library, DevOps pipelines, documentation, and developer conventions
- Created internal localization tool with live preview for translators
- Created a Figma Tokens Studio → Tailwind automation pipeline

Best Way GG - Technical Consultant, March 2024 - Present

- Provided architectural guidance for a Nuxt 3-based web project
- Set up project scaffolding, DDD-style structure, and UI component library

Misty Bytes - Unity Developer, Nov 2022 - Nov 2023

- Built core gameplay systems for mobile rogue-like game
- Implemented procedural level generation, enemy spawns, and item mechanics
- Worked as lead developer in a 3-person team

Paidwork - Fullstack Developer / CTO, May 2022 - Mar 2023

- Progressed from junior developer to CTO within 10 months
- Maintained and improved 9 production web apps
- Automated multilingual translation system using custom Python scripts
- Led interviews, onboarding, team mentoring, and technical planning
- Delivered major feature updates and architectural improvements

Personal Projects

eslint-plugin-quibble

Custom ESLint plugin to auto-fix excess whitespace and enforce consistent formatting

- Supports Vue, JSX, and TSX
- Works with flat config and modern ESLint presets
- Used in production at Machineportal
- Built to improve developer experience and reduce PR review noise

The Art of Blow

Top-down arena game built during LubJam 2025 using Unity

- Real-time upgrade and enemy system
- Designed blower mechanics and dynamic UI
- Created in a weekend with a small team

Education

- **BSc in Computer Science** - Jan 2024, thesis: *Online Marketplace Platform to Support the Operation of FMCG Companies* (Vue + Laravel stack)
- **English**: C2 Level (LanguageCert LTE - Reading & Listening)