



Grzegorz Bąk

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Profile

I am an experienced software engineer with a Master's degree in Computer Science, specializing in front-end and full-stack technologies. I have experience working both as a freelancer and in key roles on large projects for international corporations. My skills include effective collaboration with developer and UI/UX design teams, assisting team leaders in selecting optimal tools, enhancing developer workflows, and developing project functionalities. My goal is to create beautiful software.

Experience

SENIOR SOFTWARE ENGINEER, PRAGMILE – 07.2024 - 12.2024

- Collaborated with the team on developing web applications with legacy code.
- Developed and implemented functionalities in line with client requirements.
- Optimized development processes and implemented best design practices.

FULL STACK DEVELOPER, CROPCLIP.CLICK – 10.2024 - PRESENT

- Created a SPA web tool for easy preparation of image datasets for custom LoRA training for image-generation AIs
- available under <https://github.com/Gregorein/cropclip> or <https://cropclip.click>

AI & FULLSTACK ENGINEER, CONTENT CREATOR, GREGORE.IN – 01.2024 - PRESENT

- Created educational content in the fields of AI, LLM and full-stack programming.
- Developed AI agent project built on websocket pseudo-microservice network
- Implemented multiple APIs and modules for AI to interact with the world
- Integrated custom UI React realtime stream overlays, electron based dashboard and interaction systems

SENIOR SOFTWARE ENGINEER, SIGMA IT POLAND – 08.2022-10.2023

- Led a team of developers in creating advanced web applications.
- Implemented modern technological solutions and optimized existing systems.
- Drove refactoring initiative, provided know-how

FRONT-END ENGINEER, NETGURU – 10.2020-07.2022

- Developed responsive user interfaces using React.js and other front-end technologies.
- Collaborated with design teams to deliver intuitive and aesthetic solutions.
- Participated in code review processes and implemented best programming practices.

FRONT-END / FULLSTACK JAVASCRIPT ENGINEER, SII POLAND – 06.2018-09.2022

- Developed web applications using JavaScript, React.js, and Node.js.
- Integrated external APIs and optimized application performance.
- Collaborated with clients to gather requirements and tailor solutions to their needs.

Education

Adam Mickiewicz University – "World-state in Augmented Reality",
Master of Science in Computer Science, 2019

Adam Mickiewicz University – "Motion Blending in Virtual Reality",
Engineering Degree in Computer Science, 2019
Polish professional title: Inżynier (Engineer)

Skills

Programming Languages: JavaScript (ESNext), TypeScript, Python
Front-end: Vite/Webpack, React.js, Next.js, Angular, D3.js, Electron, Motion
Back-end: Node.js, Express.js, GraphQL, REST API
DevOps: Docker, Kubernetes, AWS, Vercel, Runpod
Tools: Git, GitHub, GitLab, Jenkins, Jira, Confluence
Design: UI/UX Design, Figma, Adobe XD, Responsive Web Design
AI & LLM: Ollama, StableDiffusion, Flux, LoRA, agent/worker architectures, memory and state modeling

Awards

Slavangard Film Festival 2019/2020
Jury Award in the animation/experimental film category for the film "Oblicze ziemi"

Interests

- Creating animations and experimental films
- Exploring new technologies in AI and augmented reality
- Designing interactive user experiences

Declaration

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).