

Jan Lipski

Contact:

Phone: +48 698 052 573
Email: jan.kazimierz.lipski@gmail.com
LinkedIn: [Jan Lipski](#)
Github: github.com/felix-lipski
Website: felix.lipski.xyz
Location: Władysławowo, Poland

Work Experience:

- 2024 – today Fullstack Developer, Invtrack
Developed an inventory tracking application for small restaurant owners. Built the whole backend using Supabase and PostgreSQL. Built an admin dashboard using SvelteKit. Supported the development of frontend logic. Set up deployment infrastructure. Oversaw all major technical decisions in a team of three.
Technologies: Supabase, PostgreSQL, TypeScript, React Native, Svelte
- 2023 – 2024 Software Engineer, IOHK
Developed and maintained a command-line interface for managing a node on the Cardano blockchain.
Technologies: Haskell
- 2022 – 2023 Software Developer, Restaumatic
Worked on various parts of a food ordering system, from the websites, through mobile applications, to the payment provider integrations on the backend. Helped rewrite core frontend ordering logic using strong Domain Driven Design principles.
Technologies: Haskell, PureScript, TypeScript, Ruby, Rails
- 2022 – 2022 React/Scala Developer, SoftwareMill
Developed and maintained a cryptocurrency portfolio manager.
Technologies: Scala, ZIO, React, TypeScript, MaterialUI
- 2021 – 2022 React Developer - Team Lead, Clowd9
Developed an admin panel for DeFi products. Converted most of an enterprise JavaScript app to TypeScript. Oversaw a migration of the whole app from Redux to React Query. Worked in Agile environment. Lead a front-end team of 4 developers. Set up CI/CD pipelines.
Technologies: React, TypeScript, MaterialUI, GRPC
- 2020 – 2021 Angular Developer Intern, AGInternet
Developed web apps for use in the tourism industry. Mainly worked on new features. Built a reservation calendar application with JavaScript (PixiJs), embedded in Angular.
Technologies: Angular, JavaScript, TypeScript, PixiJs, PouchDB
- 2017 – today LAN and CCTV Service Technician, eLcomp (Part-time)
Helped build and maintain internet and camera installations.
Learned general problem solving skills.

About Me:

I am a full-stack developer with a knack for quick learning. I also specialize in functional programming. My core value is simplicity, my highest priority is maintainable code. In my spare time I work on procedural generation and game development, utilising technologies such as Zig, Raylib, Haskell, C, Futhark. I am interested in unix-related technologies. This CV, for example, was built using Nix and \LaTeX and I use Arch (btw) as my daily driver. In my free time I like to learn and create everything and anything.

Skills:

Programming: Haskell, TypeScript, Scala, JavaScript, PureScript, Python, Ruby, Rails, Svelte, C, Bash, ZIO
Tools: Git, Linux, \LaTeX , Nix, Docker

Education:

2017 – 2020 Liceum Akademickie im. Macieja Płazyńskiego w Pucku
(Highschool in Puck, Poland)

Languages:

Polish: Native
English: Fluent in both speaking and writing