

# Jan Lasota

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## Education

### THE CATHOLIC UNIVERSITY OF AMERICA

Washington, D.C.

Bachelor of Science in Computer Science

August 2014 – May 2018

- Relevant Coursework: Data Structures, Object-Oriented Programming with Java, Concepts of Programming Languages, Analysis of Algorithms, Theory of Computing, Database Management

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## Skills

**Technical:** Java, JavaScript, TypeScript, GraphQL, Gitlab, Linear, JIRA, React, React Native, Jest

**Operating Systems:** Windows, Mac OS

**Languages:** English (fluent), Polish (advanced)

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## Experience

### TEAMWORKS

Durham, NC

#### Senior Software Engineer

January 2024 – Present

#### Software Engineer

February 2022 – January 2024

- Develop front-end components and deliver complex features using React.
- Build front-end components for iOS/Android devices using React Native.
- Developed an enhanced WYSIWYG editor based on the Tiptap library and packaged it for shared use across our codebases.
- Building a micro front-end using module federation to streamline integration across multiple applications.
- Utilize Datadog to capture and monitor defects in real-time.
- Participate in sprint planning and retrospectives to track progress and improve team workflows.
- Carry tickets through the development lifecycle, from bug reporting to release testing.
- Contribute to developer meetings, sharing ideas and findings to continuously improve the codebase.

### BLACK CAPE

Arlington, VA

#### Technologist

October 2020 – February 2022

- Developed front-end components and delivered complex features using React.
- Created detailed documentation in Confluence to streamline onboarding and assist developers.
- Participated in sprint planning and retrospectives to track progress and improve team workflows.
- Managed merge requests in GitLab and tracked issues using JIRA.

### PYRAMID SYSTEMS

Washington, D.C.

#### Software Engineer

February 2019 – October 2020

- Implemented new features and maintained reliable, high-quality code using Java.
- Integrated and optimized components using the Oracle ADF framework.
- Enhanced codebase accessibility and compliance, improving usability for screen reader users.

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## Projects

### ETCH-A-SKETCH (JavaScript, HTML, CSS)

July 2018

- Built the classic mechanical drawing toy in a web browser. Created buttons that clear and resize the board. Added functionality in JavaScript to erase the board by holding down left click. Designed the layout of the web page using HTML and CSS.

### CUBEQUEST (Java)

October 2016 – December 2016

- Built a zombie survival game as a final group project. Designed the health and stamina potion model. Implemented potion functionality in the game. Created a GUI for the health and stamina bar. Added potion and terrain collision.

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## Activities

### ASSOCIATION FOR COMPUTING MACHINERY (ACM)

Washington, D.C.

#### Member

September 2016 – May 2018

- Participated in coding activities and worked on fun projects to better overall technical knowledge.
- Attended biweekly planning meetings to review progress and plan next tasks.

### CATHOLIC UNIVERSITY MEN'S TENNIS TEAM

Washington, D.C.

#### Starter

August 2014 – May 2018

- Committed 15-20 hours per week to training and competing.
- Highlights: Team MVP 2016-17 & 2017-18, Team MIP 2015-16, Academic All-American 2017-18, 3x Athlete of the Week, 2x Second-Team All-Conference Singles, 1x First-Team All-Conference Singles, 1x Second-Team All-Conference Doubles