

Natalia Jastrzębska

Mobile Developer

✉ natalia@napcode.eu

📁 [Portfolio](#)

🌐 [nani92](#)

🏠 <http://napcode.eu>

📺 [PlayStore developer](#)

Skills

Software Engineering

SOLID, Clean Code, Testing
Git, GitFlow

Android Development

Jetpack Compose, Coroutines
Java, Kotlin, MVP, MVVM,
Material Design, Constraint Layout,
Retrofit, OkHttp, Dagger, RxJava,
RxAndroid, Butterknife, Glide,
Mockito, Espresso,
iBeacon, EddyStone, NFC,

Cross-platform development

Flutter, React Native,

Hybrid Mobile Development

Phonegap/Cordova, HTML, JS,
jQuery, AngularJS, LESS,

Other

Godot,
iOS development (Objective-C),
Unity, C#, JNI

Highlights

- 10+ apps on PlayStore
- using architectural patterns
- problem solver
- keen on learning new technologies
- GSoC 2015 participant
- Google Developer Nanodegree Scholarship recipient.
- OpenSource contributor

A forward-thinking software engineer with over 8 years of experience in mobile development, paying attention to clean, SOLID and maintainable code as well as material design and supporting variety of android smartphones and screens.

Work Experience

October 2021 **Senior Mobile Software Engineer** at Lottie

May 2023

As part of Mobile Development Team worked from scratch on application for kids utilising newest Android tech stack:

Jetpack Compose and coroutines.

Specialised in user interface including implementation of breathtaking and performant animations and custom touch handling solutions.

As part of Mobile Chapter worked on writing tablet app from scratch in Flutter, mostly focused on implementing navigation and design.

As part of Activities Squad worked on creating and implementing multiple mini games for kids.

April 2019

Android Developer at Fretello

September 2021

As part of product team worked on new features from ideation through experimentation to implementation in Android application.

As part of Design System Taskforce worked on creating and implementing Design System in popular guitar learning application reaching 100k of Android users - Fretello.

June 2016

Android Developer at Matsuu

March 2019

Developed from scratch android applications and publishlay Store as an only Android Developer. Created android code style guidelines.

Developed React Native application as a part of development team.

October 2015

Android Developer at Desmart

May 2016

Invented indoor navigation like system for Android Smartphones based on NFC. Succesfully developed 3 Android application as a part of development team. Recognized by company and promoted to full time role after 3 months internship.

May 2015

Google Summer of Code 2015 participant with Tux4Kids

September 2015

Designed and planned development of mobile application to help children learn. Developed open sourced application under Tux4Kids mentorship.

August 2014

Mobile Developer at Lokum Manager

October 2014

Developed Android Application for internal use of company.

September 2013

Mobile Developer at Insalgo

June 2014

Designed and implemented plugin for Unity Developers. Developed graphic library for Unity. Developed existing iOS application.

Education

Android Developer Nanodegree at Udacity.

Informatics at Gdańsk Univeristy of Technology.

I hereby give consent for my personal data to be processed for the purposes of recruitment, in accordance with the Personal Data Protection Act dated 29.08.1997 (uniform text: Journal of Laws of the Republic of Poland 2002 No 101, item 926 with further amendments)