

Gabriel Kaszewski

SOFTWARE ENGINEER · SYSTEMS & INFRASTRUCTURE

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Summary

High-performance systems engineer with 5 years of experience in distributed architectures, data orchestration, and cloud-agnostic design. Co-author of peer-reviewed research in the Nature Portfolio. Specializing in Rust, strict-typed Python, and the optimization of legacy computational workflows.

Experience

Software Engineer

Remote | Warsaw, PL

WPP (WPP MEDIA / CHOREOGRAPH / WAVEMAKER)

Sep 2023 - Present

Advanced from frontend UI development to backend systems engineering, leading infrastructure-agnostic design initiatives.

Backend & Infrastructure (Mar 2025 - Present)

- Engineered and optimized backend applications and internal tools using Python, FastAPI, and Django.
- Streamlined CI/CD workflows and containerized applications with GitLab Pipelines, Docker, and Kubernetes across GCP and Azure environments.

Frontend Architecture (Sep 2023 - Mar 2025)

- Architected scalable microfrontends utilizing Angular and Module Federation, seamlessly integrating standalone internal tools into a unified enterprise shell application.
- Ensured seamless integration of UI components with Kubernetes-based deployments and Azure Pipelines.

Freelance Software Engineer

Remote | Warsaw, PL

INDEPENDENT CONSULTANT

Feb 2023 - Sep 2023

- Engineered “Fleet Compass,” a comprehensive SaaS solution for modern fleet management, building the backend with Python, Django, and PostgreSQL, alongside a React frontend.
- Developed “Poczuj - Szkoła z Lasu,” an interactive music composition web application tailored for children, utilizing React.
- Configured web servers and reverse proxies using Nginx to ensure secure and efficient application delivery.

Software Engineer

Remote

GIAP SP. Z O.O.

May 2021 - Feb 2023

- Architected and optimized complex PostGIS/PostgreSQL cross-database comparison queries utilizing Common Table Expressions (CTEs), drastically reducing execution time from over 5 minutes to under 15 seconds.
- Developed a robust GIS data assertion module using Python and Qt to automatically validate spatial data against strict compliance standards.
- Engineered a comprehensive, public-facing web application for the City of Gdańsk (<https://geogdansk.pl>) leveraging React, TypeScript, Redux, and the ArcGIS JS API.

Skills

Programming Languages

Rust, Python, Typescript, C#, C++

Frameworks & Libraries

React, Django, FastAPI, Angular, Qt, TailwindCSS

Cloud & DevOps

Docker, Kubernetes, Azure, GCP, GitLab CI, Nginx

Databases

PostgreSQL, PostGIS

Languages

Polish (Native), English (C1)

Education

University of Gdańsk

Gdańsk, PL

B.S. IN BIOINFORMATICS

2021 - 2025

- Thesis:** “Modeling evolutionary processes using cellular automata”
- Publication:** Co-authored a scientific article (DOI: 10.1038/s41598-023-44488-7).