Nikodem Pluzek

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Profile

Front-end developer and UI designer with a BSc in Computing Science (2:1) and a year of industry experience as a Software Engineer at Jaguar Land Rover. I design in Figma, present mockups to the team for feedback, and build the interfaces in React, Tailwind CSS and shadcn/ui with a Flask back end. Comfortable owning a feature from research and design through development, testing and deployment in agile teams, and keen to keep learning new tools, including AI-assisted development. I also have game development experience in Unity (C#) and C++.

Employment History

Software Engineer, Jaguar Land Rover — Jul 2024 - Jul 2025

Gaydon

- Built a central team launch page linking to all of the team's web apps, and overhauled a reports dashboard in an existing in-house web application, using React, Tailwind CSS, shadcn/ui and Flask.
- Designed UI mockups in Figma and presented them to the team, gathering feedback and ideas on what worked and what didn't.
- Worked on UI clarity and dark and light themes in the team's web applications.
- Wrote design documentation explaining what I built and why, backed by research into popular sites to benchmark against industry standards.
- Mocked up a newsletter page for the application. It was ruled out of scope as the project grew too large, and was logged as a future project for undergraduates joining the team.
- Took end-to-end ownership of projects in an agile scrum team, from initial research and UI design through development, testing and deployment, using GitLab, unit testing and peer reviews.
- Used GitHub Copilot in VS Code as the team's AI policy relaxed, working within its data-security rules. Senior engineers asked me how I used it and whether it was worth it.

Retail Customer Service Assistant, British Petroleum — Jun 2022 - Aug 2022

Rugby

Served customers face to face in a summer retail role, building people skills and learning to communicate clearly and accurately, and developed my problem-solving skills.

Store Assistant, Max Spielmann — Dec 2021

Rugby

Helped customers with their needs, most notably printing digital images and formatting passport photos. My first job, it taught me responsibility and teamwork.

Projects

Secure Login System - Node.js, Express - Group Project

Contributed to a group project securing a Node.js/Express web application, implementing bcrypt password hashing, brute force protection and MFA/2FA.

Dashtro - Unity/C# - Solo Project

Solo-developed 3D dungeon crawler roguelike in Unity, built around fast, fluid movement. The core mechanic is a dash that resets on kill, rewarding fast and aggressive play. Includes a floor boss with a custom state machine, an in-game shop and dark lighting for atmosphere. Submitted as a university project with a full video demo.

Chess Engine - C++ - Solo Project

Built a fully playable chess engine from scratch in C++ with a custom SFML GUI, using bitboards, alpha-beta pruning with MVV-LVA move ordering, quiescence search and piece-square tables. Reached an estimated playing strength of 1600-1700 Elo against bots.

Education

University Of East Anglia
Sep 2022 - Jun 2026

BSc Computing Science with a year in industry

Norwich

Completed a BSc in Computing Science with a Year in Industry (2:1). Studied a broad range of modules across my degree including graphics, artificial intelligence, database systems, programming, game development, and software development. Year long final year project worked on creating a chess engine which was personally recommended by my project advisor to be showcased at a university open day, a paid opportunity to present to prospective students.

Ashlawn School Sixth Form
Sep 2020 - Jun 2022

A-Level's

Rugby

Computer Science - A, Mathematics - B, Media Studies - B, Extended Project - B

Ashlawn School
Sep 2015 - Jun 2020

GCSE's

Rugby

Finished with 10 GCSE's including three 7's and one 8, Computer Science, Science, and Mathematics.

Skills

Web Development

- React	Proficient
- HTML/CSS/JavaScript	Proficient
- Tailwind CSS	Proficient
- shadcn/ui	Proficient
- Flask	Proficient

Programming Languages

- JavaScript	Proficient
- C++	Proficient
- C	Proficient
- Java	Proficient
- Python	Intermediate

Design

- Figma	Proficient
- UI Design & Mockups	Proficient
- Design Documentation	Proficient

Tools & Technologies

- Git	Proficient
- GitLab	Proficient
- GitHub	Proficient
- Unit testing	Proficient
- GitHub Copilot	Proficient

Additional Skills

- **Bilingual - English & Polish**
- **Working in an agile environment**
- **Public speaking and presenting**
- **Experience with Adobe Photoshop**
- **Game development experience in Unity (C#) and C++**
- **Keeping up with AI tools and AI-assisted development**

References Available Upon Request