

Przemysław Korościk

Forward Deployed Engineer · AI/LLM & RAG · Full-Stack (TypeScript / React / Node.js)

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SUMMARY

Full-stack engineer with 12+ years building production web software and, since 2024, shipping AI/LLM features into production. I work forward-deployed — embedded full-time in the client's team, running requirements gathering and technical discovery, then designing, building and delivering the solution end to end. Core stack is TypeScript, React and Node.js, combined with Retrieval-Augmented Generation (RAG), AI agents and Model Context Protocol (MCP) tooling. Former Engineering Manager — comfortable owning architecture, stakeholders and a team while staying close to the code.

CORE SKILLS

AI & LLM: Retrieval-Augmented Generation (RAG) · AI agents and agentic workflows · LLM API integration · embeddings and semantic search · prompt engineering · Model Context Protocol (MCP) · Claude Code · AI-assisted development and code review

Languages: TypeScript · JavaScript (ES6+) · Rust · SQL · HTML5 · CSS3 / SASS / SCSS / LESS · Python (tooling, non-commercial)

Frontend: React · Vue.js · Svelte / SvelteKit · Lit / Web Components · Tailwind CSS · micro-frontends · monorepo · performance optimisation · WCAG accessibility

Backend & Integration: Node.js · REST API design and integration · integrating with internal and third-party systems · headless CMS and visual development (Builder.io) · PostgreSQL / pgvector · LLM APIs and self-hosted inference

Practices, Leadership & Tools: technical discovery and requirements gathering · stakeholder management · full SDLC ownership · Architecture Decision Records (ADR) · code review · automated testing · Agile / Scrum · team leadership, mentoring and hiring · Git (GitHub, GitLab, Bitbucket) · Jira · npm · Vite · Figma

PROFESSIONAL EXPERIENCE

Forward Deployed Engineer / Senior Full-Stack Engineer — Idego Group Jul 2025 – Present · Contract · Remote

- Work daily and directly with the client: requirements gathering, technical discovery, scoping and stakeholder alignment, translating ambiguous business needs into shipped technical solutions.
- Design and deploy production features powered by Large Language Models and Generative AI — RAG pipelines, embeddings, semantic search and AI agents / agentic workflows — integrated into the client's existing architecture.
- Drive an AI-augmented engineering workflow with Claude Code, AI coding agents and MCP tooling, measurably shortening delivery time and raising team throughput.
- Deliver proofs of concept (POC/MVP) fast with React and Builder.io, then harden them into scalable, production-ready systems, substantially cutting time-to-first-prototype.
- Act as technical single point of contact (SPOC) between client and delivery team; mentor engineers and own architecture decisions (ADR), best practices and coding standards. Stack: TypeScript, JavaScript, Node.js, React, REST APIs.

Software Engineering Manager — Monogo Feb 2024 – Oct 2025 · Contract · Remote

- Led a team of software engineers owning the company's key products, and the full software development life cycle (SDLC) from requirements gathering through implementation to maintenance.
- Built an AI-assisted code review pipeline — an LLM reviews merge requests for basic errors and suggests good practice — cutting review waiting time by more than 90% and production defects by 50%.
- Built a corporate RAG over internal documentation, reducing time-to-find the right procedure (time logging, holiday requests) by approximately 80%.
- Partially automated recruitment, reducing development-team and HR involvement; ran onboarding and mentoring programmes that sustained high team retention.
- Owned system architecture and key technology decisions that reduced the cost of technical debt, and aligned technical solutions with company strategy across product, business and engineering.

Senior JavaScript / Svelte Engineer / Supervisor — Monogo Sep 2023 – Feb 2024 · Contract · Wrocław, Poland

- Delivered a client project end to end in a 3-person team — project structure, backlog, requirements gathering, implementation.
- Pioneered advanced Svelte patterns for prototyping and modernising existing applications, and introduced state-management and business-logic patterns that reduced complexity and eased scaling.

- Facilitated technical decision-making with Architecture Decision Records (ADR), owned the technical-debt strategy, ran internal tech talks, and acted as technical SPOC between the team and management.

Software Engineer — Sii Poland (banking-sector client) Nov 2021 – Sep 2023 · Contract

- Designed and built front-end components for chat and virtual assistant systems in JavaScript, TypeScript, Node.js and Lit / Web Components.
- Designed a scalable micro-frontend, microservices-based architecture in a monorepo, ensuring high availability and maintainability.
- Integrated the virtual assistant with internal and external banking systems via REST API, raising the share of customer-service traffic resolved without human involvement.
- Improved assistant response time and chat-window performance; acted as technical lead for requirements gathering and owned 5+ key features per quarter end to end within Scrum.

Frontend Developer / Team Leader — Divante (Cloudflight) Mar 2018 – Oct 2021 · Contract · Wrocław, Poland

- Core team member on the open-source Shopware-PWA, Vue Storefront and StorefrontUI projects, focusing on key components and architecture; built and customised e-commerce front-ends (Magento, Shopware) in JavaScript, TypeScript, Vue.js and React, to a high standard of code quality and performance.
- Led a team of three front-end developers — regular feedback sessions, individual development plans, technical mentoring and onboarding.
- Key technical partner for business stakeholders, responsible for clarifying technical requirements and project estimation; ran technical interviews for front-end hires.

EARLIER EXPERIENCE

- **Frontend Developer / Junior Frontend Developer — Lemon Sky J. Walter Thompson Poland** · Oct 2015 – Feb 2018 — interfaces for Shell, Wedel, Winiary, PFR Group, Prudential and NowyStylGroup; WCAG accessibility and cross-browser compliance, with a substantial reduction in page load time (LCP).
- **Frontend Developer — Mobile Vikings Polska** · Apr – Aug 2017 — new Mobile Vikings website in React and TypeScript with a reusable component library; code-splitting and lazy loading delivered a large Google Lighthouse improvement.
- **Junior Frontend Developer — Red Dragon Media** · Feb – Oct 2015 — responsive interfaces in HTML5, CSS3, JavaScript and jQuery, integrated with a Django backend.
- **Frontend Developer — WEBDEVPLUS** · Mar 2014 – Mar 2015 — mobile-first, pixel-perfect UIs with modular CSS (BEM, SASS/SCSS) and a reusable component library.

SELECTED PROJECTS

- **VictorVonDoom** — private AI assistant backed by an 83-table PostgreSQL/pgvector database across nine personal domains. Rust workspace (bot, integrations, RAG, health) exposing ~66 native LLM tools over self-hosted inference, with RAG across a personal knowledge base. In production, with CI/CD and automated rollback.
- **cozatyp** — football prediction platform, live with real users. Rust + Axum, server-side rendering (Askama + HTMX), PostgreSQL; currently being extended into a multi-tenant white-label B2B product.
- **luxstudiowroclaw** — booking system for a short-term rental apartment (TypeScript, Vite, PocketBase, Rust/Axum), in production with online payments and self-check-in, built to avoid OTA commission.

EDUCATION

- **M.Sc., Computer Science** — Wrocław University of Science and Technology · 2013 – 2015
- **B.Eng., Computer Science** — Witelon Collegium State University, Legnica · 2009 – 2013

CERTIFICATIONS

- **Anthropic** — Claude Code in Action · Building with the Claude API · Introduction to Agent Skills
- **IBM (Coursera)** — Python for Data Science, AI & Development

LANGUAGES

Polish (native) · English (B2)