Michał Łaszczewski

Software Engineer

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SUMMARY

I build product systems end to end: real-time UX, data pipelines, backend services, and deployment.
At VOLE, I shipped SEM tools for `Google Merchant Center` feeds, Google Ads monitoring, and browser-side reporting.
I founded Network Speed Dating and built the `WebRTC` event platform used at live events.
I am looking for part-time remote product engineering work while continuing my long-term VOLE engagement.

SKILLS

Languages: `TypeScript,` `JavaScript,` `C++,` `C,` `Python,` `Java`
Web: `Vue.js,` `Vite,` `PrimeVue,` `Node.js,` `Web Workers,` `WebRTC,` `ProseMirror`
Systems: `WebAssembly,` `event-sourced architecture,` `real-time systems,` `XML feed processing,` `browser-side data processing,` `Daemonarium,` `Google Merchant Center,` `Google Ads API,` `OAuth 2.0`
Infrastructure: `Linux,` `Docker,` `Kubernetes,` `Pulumi,` `Prometheus,` `Grafana`

EXPERIENCE

Software Engineer

April 2017 – Present · part-time

VOLE

- Shipped XML Search for `Google Merchant Center` product feeds: AND/OR filtering, saved queries, exclusions, and CSV/XML export, backed by a C++ streaming parser for large XML datasets.
- Implemented XML Alert, a scheduled feed-health monitor that checks product pages at scale and sends email/SMS alerts for broken links, images, metadata, duplicates, and feed changes.
- Built XML Enricher, a visual data-pipeline editor for transforming Merchant Center feeds with regex, templates, supplemental feeds, and product-page extraction.
- Integrated `Google Ads API` and `OAuth 2.0` in Ads Alert to monitor accounts, campaign budgets, authorization failures, and insufficient-funds conditions.
- Rewrote Semgregate in 2026 as a browser-side reporting tool: `Web Workers` parse Google Ads exports, build n-grams, and compute CTR, CPC, conversion rate, and ROAS from summed metrics.

Skills: `TypeScript`, `Vue.js`, `Vite`, `PrimeVue`, `Node.js`, `C++`, `Web Workers`, `LiveChange`, `Google Ads API`, `OAuth 2.0`, `Kubernetes`, `Docker`, `Pulumi`

Founder and CTO

June 2024 – Present

Network Speed Dating

- Founded Network Speed Dating and shipped the live-event platform: event phases, timers, pairing rounds, participant cards, notes, ratings, and `WebRTC` calls.
- Designed the pairing algorithm used at events: a greedy pass over a weighted matrix, penalizing repeat pairs and prioritizing participants left alone in the previous round.
- Ran the platform at live events: 14 people and 68 pairs on 27 November 2024; 30 people and 153 pairs on 1 September 2026.

Skills: `TypeScript`, `Vue.js`, `Node.js`, `WebRTC`, `LiveChange`

Software Engineer
May 2022 – March 2023

Stenograf.io, WEimpact

+ Built the `ProseMirror` document model and editor for Stenograf.io. One document switches between timed subtitles and a continuous transcript without losing text, with real-time sync and change history.

Skills: `TypeScript`, `ProseMirror`, `Svelte`, `Node.js`

Lead Software Engineer
April 2020 – March 2022

Jasne.Online

Shipped the `WebRTC` rooms, messenger, server-side mentor search, and payments for an online mentoring product; the landing page, calendar, and translations were built by other team members.

Skills: `JavaScript`, `Vue.js`, `Node.js`, `WebRTC`

CTO
May 2019 – February 2020

Reall

Built most of a group-based social network, later called Collaborette: accounts, group projects, events, geo search, and admin tools. Other people handled templates and later support.

Skills: `JavaScript`, `Vue.js`, `Node.js`, `Elasticsearch`

Computer Vision Developer
April 2018 – January 2019 · part-time

TediBerry

Implemented camera-based 3D localization (SLAM) in C++ and `OpenCV`, with `Unreal Engine 4` visualization.

Skills: `C++`, `OpenCV`, `Unreal Engine 4`

Senior Software Engineer
January 2018 – October 2018

Experty.io

Built the real-time video-call path for per-minute billing.

Skills: `C`, `C++`, `JavaScript`

Software Engineer
2011 – 2014

LiveRecords

Built low-latency online jam-session software: C/C++ DSP first, then a `WebRTC` browser version with server-side multitrack recording.

Skills: `C`, `C++`, `JavaScript`, `WebRTC`

PROJECTS

LiveChange
Wrote an event-sourced framework and database for real-time web apps, with a shared data model and reactive UI. VOLE, Network Speed Dating, and later products run on it.

Daemonarium
Published a C++/`WebAssembly` process runtime with kernel messages, a gas budget, and a recording debugger. A P2996 reflection toolchain compiles RPC bindings to `WebAssembly`; the real-time database is still in progress.

github.com/daemonarium

Clancharts
Finished March 2026

Built a genealogy-tree service: raster previews, vector print output, server-side Chrome rendering, and `Stripe` orders.

clancharts.com

EDUCATION

BA in Computer Science

Silesian University of Technology

Languages
Polish — Native · **English** — B2

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