

Jakub Śledzikowski

Senior JavaScript Developer & AI Systems Architect | Poland/Netherlands (remote)

jakub@jsle.eu | jsle.eu | Polish (native), English (B1-B2)

Professional Summary

JavaScript Developer since 2012 with 14 years of experience designing and implementing advanced AI systems, scalable web applications, and enterprise automation solutions. Proven track record delivering 50+ corporate projects with measurable business impact including 85% process optimization and ROI-focused automation systems.

Technical Expertise

Backend & AI

Node.js (14 yrs), Express.js (or custom), WebSockets, LLM Integration (OpenAI, Anthropic, Gemini, Grok, Mistral and others), RAG Systems, Prompt Engineering

Databases & Data

MySQL, Redis, JSON DB, Custom Systems, 6+ billion tokens processed, 180+ models orchestrated

Frontend & Infrastructure

Vanilla JS, HTML5, CSS3, PWA, Docker, CI/CD, VPS Deployment, Linux, Microservices

Security & Performance

OWASP, CSP, HSTS, AES-256-GCM, Web Scraping

Commercial Projects (2013–Present)

Freelance JavaScript Developer | 20+ corporate projects (NDA), team management up to 5 people

AI Technical Documentation System

Node.js, Custom AI Orchestrator, JSON DB, Vanilla JS

- ▶ Automated technical instruction generation from source documentation
- ▶ 85% time reduction (20h → 3h per document)
- ▶ Handles 150+ instructions annually with full change tracking
- ▶ Legal compliance validation through automatic checks

Market Analysis Tool (BUR)

Node.js, Playwright, Advanced Analytics, Excel Export

- ▶ Automated competitive training price analysis (36 RPM rate limiting)
- ▶ Statistical methods: winsorization, percentile analysis, trend visualization
- ▶ Full dashboard with trend charts and export functionality

Medical Diagnostic Support System

2024 | Node.js, GGUF LLM models, Dual-DB Architecture

- ▶ Local LLM implementation with custom prompt engineering
- ▶ Dual database architecture for redundancy and error reduction
- ▶ Production-ready medical data processing with privacy preservation

Hobby & Open Source Projects

MMO Game Development (2015–2022)

- ▶ **margonem.pl** (2015–2019): Player management system, quest system, server chat, loot logging
- ▶ **plemiona.pl** (2018–2022): Advanced offensive/defensive planning system for 15,000 villages

xdLib Libraries (2019–Present)

- ▶ **xdSrv**: Lightweight HTTP server (<100KB) with routing, middleware, security
- ▶ **xdB Suite**: JSON database collection (nano/lite/full/relations) – zero dependencies, MIT open source
- ▶ **xdTok**: Secure token generator without external dependencies

AI Systems & Frameworks

- ▶ **hubLLM**: Conversational AI with 11 LLM provider integration
- ▶ **promptcorrect.pl**: SaaS platform for visual model prompt generation (Node.js, Stripe)
- ▶ **xdVision**: Screen sharing to vision models with voice communication
- ▶ **xdCLI**: Terminal AI project management tool | **xdProcessor**: PDF orchestrator with AI segmentation

Key Achievements

18-month ROI system generating 125k PLN annual savings

14-year portfolio worth €500k+

Expert in prompt engineering & RAG systems

Production libraries used by other developers

Education & Availability

Bachelor of Science – Computer Science Engineer, Wyższa Szkoła Kształcenia Zawodowego (online), 2020–2024

Availability: Remote/Hybrid (NL/PL; ready to move) | **Preferences:** AI/LLM, automation, JavaScript backend