Piotr Goik Frontend Developer

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linkedin.com/in/piotr-goik github.com/luckmer portfolio

Summary

Frontend Developer with **4+ years of experience** building web and mobile apps in React, React Native and TypeScript. Built a real-time trading app and worked on a wallet app with **50K+ active users**. Core maintainer of an open-source VR eye-tracking project with **1.1K+ GitHub stars.**

Experience

Frontend developer, Synthetify Labs 10/2022 – 08/2026 | Cracow, Poland

Neony Exchange

- Led frontend development of Neony Exchange, a live crypto trading app, from the first commit to production.
- Built the orderbook, trade history and TradingView charts, with wallet-based transaction signing.
- Created the real-time data layer on WebSocket and REST. Kept BigInt values from the Rust backend as they are, so prices and amounts don't lose precision.
- Set up Playwright E2E and Vitest unit tests from scratch and run them in CI.

Nightly Wallet — Extension & Mobile

- Core developer of Nightly, a multi-chain crypto wallet with 200K+ downloads and 50K+ active users.
- Built three major features: staking, token swaps and asset management.
- Integrated three hardware wallets (Ledger, Keystone, Trezor), working directly with their engineers.
- Added support for 10+ blockchains in one wallet interface.
- Built cross-chain swaps with NEAR Intents, so users can swap assets between blockchains without bridging manually.

Education

High school in Rybnik 09/2017 – 06/2020 | Rybnik, Poland

Skills

Languages & Frameworks: TypeScript, JavaScript, HTML, CSS, React, React Native, Next.js, SolidJS, Redux, Redux Toolkit, Redux Saga, Zustand, Tauri, REST API, WebSockets
UI & Testing: TailwindCSS, DaisyUI, Ant Design, shadcn/ui, React Hook Form, Modular Forms, Playwright, Vitest, Jest, accessibility
Tools: Git, version-control**,** GitHub, CI/CD, Figma, Storybook, AI, Claude Code

Language

Polish
Native

English
B2

Open Source

EyeTrackVR, github.com/EyeTrackVR
Core maintainer of an open-source VR eye-tracking ecosystem with **1.1K+ GitHub stars**, driving design, UX, and frontend architecture decisions across the project's core tools

FirmwareFlashingTool (Tauri v2) , github.com/EyeTrackVR/FirmwareFlashingTool
Led a complete rewrite of the Firmware Flashing Tool (26+ GitHub stars), redesigning the UX to make firmware flashing for ETVR trackers accessible without command-line tools

Projects

EbookNook (Tauri v2, Rust, SQLite) , github.com/luckmer/EbookNook
Designed and built a desktop ebook reader with a custom UI/UX, addressing usability gaps in existing tools through a self-directed product and engineering effort

Squabble (Next.js, PY, FastAPI, SQLite) , https://github.com/luckmer/Squabble
A single player word search game inspired by Squaredle, built from scratch to explore how the mechanics behind this type of game work.

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).