

Piotr Goik Frontend Engineer

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Frontend Engineer with **4+ years of experience** building web and mobile products across crypto wallets and trading platforms. Built a multi-chain wallet with **30K+ active users** and core-maintain an open-source VR eye-tracking project with **1.1K+ GitHub stars**.

Experience

Frontend developer, Synthetify Labs

02/10/2022 – 07/2026 | Cracow, Poland

Neony Exchange • Full-time

- Led frontend architecture and development of a live crypto trading platform from greenfield, shipping a production-ready exchange UI used for real-time order execution
- Architected core trading UI components - live orderbook, trade history, and TradingView charting - and integrated wallet-based transaction signing across multiple blockchain networks
- Engineered the real-time data layer integrating WebSocket and REST endpoints with the UI, preserving full BigInt precision from the Rust backend to prevent rounding errors in financial calculations
- Established end-to-end and unit testing infrastructure from scratch (Playwright, Vitest), enabling reliable CI coverage for a highstakes financial trading application

Nightly Wallet (Extension & Mobile)

- Core developer of a multi-chain crypto wallet, scaling it to **200K+ downloads** and **50K+ active users** across the ecosystem
- Shipped three major product features - staking, token swaps, and asset management - directly expanding the wallet's core functionality for its 30K+ active user base
- Integrated multiple hardware wallet providers through direct collaboration with their engineering teams, expanding secure transaction support for users
- Integrated 10+ blockchain protocols into a unified wallet interface, enabling seamless cross-chain asset management for end users
- Built cross-chain swap functionality powered by NEAR Intents, enabling users to exchange assets across blockchain networks without manual bridging

Education

High school in Rybnik

09/2017 – 06/2020 | Rybnik, Poland

Skills

Languages & Frameworks: HTML, TypeScript, ReactJS, SolidJS, JavaScript, Redux, Redux Toolkit, Redux Saga, Zustand, Tauri, WebSockets.

UI & Testing: React Hook Form, Modular Forms, Playwright, Vitest, TailwindCSS, CSS, DaisyUI, Ant Design, schadcn.

Tools: Git, GitHub, Figma, Storybook.

familiar with: Rust, SQLite, Blockchain.

Language

Polish

Native

English

B2

Opensource projects

EyeTrackVR [🔗, github.com/EyeTrackVR](https://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 [🔗, github.com/EyeTrackVR/FirmwareFlashingTool](https://github.com/EyeTrackVR/FirmwareFlashingTool)

Led a complete rewrite of the Firmware Flashing Tool (22+ GitHub stars), redesigning the UX to make firmware flashing for ETVR trackers accessible without command-line tools

Projects

EbookNook [🔗, github.com/luckmer/EbookNook](https://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

ChunkyBot [🔗, github.com/luckmer/ChunkyBot](https://github.com/luckmer/ChunkyBot)

A music bot for Discord that I built as a fun side project.

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).