

Nikolajs Lozko

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PROFESSIONAL SUMMARY

Full-stack Software Engineer with experience building scalable reporting and analytics platforms in agile, cross-functional teams. Experienced with React.js, Python, SQL, and Java-based systems, including contributing to microservice architectures. Certified Unity Developer interest in game development, actively building and publishing games on Unity Play. I focus on writing clean, maintainable code and optimizing performance. I'm driven by solving real-world problems and continuously learning. I enjoy building thoughtful, user-focused products and working closely with others to bring ideas to life.

EXPERIENCE

Software Engineer Full Stack

KPMG

Aug 2023 – Jul 2025

Dublin, Ireland

Designed and developed scalable full-stack financial reporting tools using React, Python, and SQL.

Part of the team that integrated microservices to enhance performance, resulting in a 60% increase in user productivity.

Collaborated cross-functionally to deliver maintainable, business-critical features at scale.

Software Engineer Intern

TEAMWORK.com

Mar 2022 – Sept 2022

Cork, Ireland

Contributed to improving services and enhancing iOS mobile app functionality within an Agile team, including bug fixes.

Played a key role in developing an internal chat app, successfully released to over 12,000 users.

IT and Computer Engineer Level 1

PFH Technology Group

Jun 2021 – Oct 2021

Cork, Ireland

Assisted in cybersecurity operations for the HSE and Irish Defence Forces.

Conducted audits and helped secure infrastructure for government clients.

PROJECTS

Unity Game Development

Game Projects

Jan 2026 – Present

Unity, C#, Unity Play

Developing and publishing games using Unity, focusing on 2D/3D game mechanics and player interactions.

Building interactive gameplay systems and publishing completed projects on Unity Play platform.

Community Cloud for Knowledge Sharing

Cloud Learning Platform

May 2023

React.js, Node.js, AWS, MongoDB

Built a secure, scalable platform for peer-to-peer learning and knowledge exchange.

Implemented real-time content tracking and user progress analytics.

TECHNICAL SKILLS

Programming Languages: Python, C#, Swift, Java, JavaScript, TypeScript, SQL, C++, Go, .NET, Bash

Game Development: Unity, C#, Unity Play, 2D/3D Game Mechanics, Game Design

Frontend Development: React.js, SwiftUI, UIKit, Redux, Next.js, HTML5, CSS3, Sass

Backend & Frameworks: Django, Flask, Java EE, Spring Framework, Node.js, Express.js, RESTful APIs, Microservices

AI/ML & Data Technologies: Scikit-learn, OpenAI API, Semantic Search, Apache Druid, Elasticsearch, PostgreSQL, MongoDB, MySQL, DynamoDB, Firebase

Cloud & DevOps: AWS, Docker, Supabase, Kubernetes, Git, GitHub Actions, GitLab, Bitrise, Jenkins, LaunchDarkly, CI/CD

Developer & Collaboration Tools: Postman, Figma, Jira, Confluence

EDUCATION

University College Cork

B.Sc. in Computer Science

Cork, Ireland

Sept 2019 – May 2023

CERTIFICATIONS

Unity Essentials (Jan 2026) | Unity Junior Programmer (Jan 2026)