

FRYDERYK SUCHARCZUK

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ABOUT ME

Web developer with an algorithmic background developed since high school. I've independently built practical applications driven by personal experiences, and I am excited to work on interesting real applications with a team.

PROJECTS

CSNades

March 2023 - March 2024

[description](#) [site](#)

Web application for finding Counter-Strike grenade lineups with useful media files. Users can upload new nades. Developed tools to extract nade trajectories by parsing in-game demo files using [demoinfo.js](#).

Tech: Next.js, TypeScript, React Three Fiber, Prisma, tRPC, Tailwind CSS, Amazon S3

CS Replay (demo stage)

March 2024 - now

[description](#) [demo match](#)

Replay visualizer for Counter-Strike 2 on a 2D map. Includes planned support for 2D-3D transitions and integrated analytics with batch processing for gameplay pattern detection via custom filters.

CS Callouts

December 2023

[description](#) [site](#)

Interactive platform that collaboratively presents Counter-Strike callouts in various languages on a 2D map. Users can actively participate by modifying page data and submitting changes. The main goal is to smoothly incorporate a sequence of user-driven modifications, locally stored on the client side until resolving. Moderators have the authority to review and either accept or reject the submitted changes to main database.

Task planner and tracker with visualization

Oct 2021 - Sep 2022

[description](#) [site](#)

The app is designed to help you plan and track your daily tasks. It is intended for individuals who want to optimize their free time and use it in more structured manner.

Codeforces problems viewer

[description](#) [source](#)

React Native application that displays codeforces problems in a more convenient manner. The app works by loading a webview and injecting styles and DOM manipulation JavaScript.

Portfolio

[description](#) [site](#)

flexible, interactive, and easy to expand portfolio built with MDX and custom React components to showcase projects.

SKILLS

Proficient:

- JavaScript / TypeScript
- ReactJS
- HTML, CSS

Familiar:

- Next.js, Node.js
- React-Redux, tRPC, React Native
- Go, C++
- Python, OCaml, C#, Java, Bash
- Docker

CODING COMPETITONS

[2017 Finalist](#)

[XXIV Polish Olympiad in Informatics](#)

LANGUAGES

- English
- Polish (native)

OTHER LINKS

- [GitLab](#)
- [Codeforces](#)