Kamil Borowski

Senior Software Engineer
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Senior software engineer with 10+ years of experience building cloud and product systems. Led development of a cloud-native proptech platform at Jorato integrating marketing analytics, listing distribution, and digital contracts. App Store publisher of **PassportPal**, an iOS travel app.

Work Experience

Senior Software Engineer   Jorato (Copenhagen, DK)   Mar 2020 – Current

- Owned development and operation of the core platform in a small engineering team, driving architecture and product decisions.
- Architected a **cloud-native proptech platform** managing the full tenant acquisition lifecycle, from listing distribution to digital contract signing.
- Built **Go/.NET microservices** on **AWS ECS** with React and Postgres powering the company's core platform.
- Integrated **Google Ads, Meta Ads, LinkedIn Ads**, and Google Analytics to surface marketing spend and performance data.
- Implemented **digital contract generation** and e-signing using standardized Danish lease template and Penneo.

Software Engineer   Self-Employed (Copenhagen, DK)   Sep 2018 – Mar 2020

- Delivered full-stack web applications for startup and small business clients using .NET, React, and Postgres.
- Designed backend APIs, frontend interfaces, and database schemas for new products and internal tools.
- Collaborated directly with founders to turn product ideas and requirements into production software.

Lead of Research   Huckleberry Games S.A. (Poznań, PL)   Feb 2018 – Sep 2018

- Led R&D collaboration with PwC, defining technical architecture and documentation that **secured a 1.5M PLN (€370k) government grant** from the National Centre for Research and Development.
- Defined project roadmap, milestones, and technical requirements while reporting progress to government funding agencies.

Software Engineer   Huckleberry Games S.A. (Poznań, PL)   Aug 2015 – Feb 2018

- Developed backend systems for an MMORPG game server using C# and .NET with low-latency UDP networking.
- Designed and built internal tools enabling non-technical designers to create and manage in-game content.
- Contributed to a scalable server architecture supporting thousands of concurrent players.

Projects

PassportPal   passportpal.app

- Built and launched PassportPal, an iOS travel app for tracking visited places and exploring country insights, including visa requirements, travel data, and regional statistics.
- Developed the app using **Swift and SwiftUI** with a Firebase backend (Firestore, Cloud Functions, Storage).
- Implemented automated data pipelines using **AI and web crawling** to collect travel data, country metrics, and visa information.

Technical Skills

Languages	Go, C#, TypeScript, JavaScript, Swift
Technologies	React, .NET, SwiftUI, Postgres, MySQL, Microservices
Cloud & Infrastructure	AWS, Terraform, Cloudflare, Firebase