

Michał Bodzianowski

Software Engineer, SpaceX (Starlink.com)

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SUMMARY

Hi, I'm Michał Bodzianowski, an award-winning creative developer with a passion for developing innovative and engaging user experiences. I specialize in full-stack web dev with React/TypeScript, as well as UI/UX design and AI/ML integrations.

EXPERIENCE

SpaceX, Software Engineer

Apr 2024 to now

- Responsible for unlocking the Starlink Mini retail launch
- Rebuilt our Order Flow from the ground up in React, improving conversion rate, aesthetic and UX
- Unblocked launch of service in international markets and lead localization efforts from the technical perspective
- Optimizing e-commerce growth and online presence; improving analytics and reporting for better insight
- Building the robust platform needed to support millions of customers and billions in sales
- Working from first principles on internal tooling that lets business stakeholders run experiments efficiently
- Mentoring interns and teammates

Stack: Next.js and React, Angular, C# .NET microservices on Kubernetes and Argo, hosted on GCP

CU Boulder, Institute of Cognitive Science, Software Engineer

Aug 2020 to Apr 2024

- Built out testbeds and websites in React, TypeScript and Next.js, including the lab's website, powered by Contentful
- Implemented real-time systems with WebSockets and Python/Flask backends, architecting MVC systems with maintainable code
- Created the dashboard display for AI/ML data output and won Best Interactive Event at the AI in Education Conference 2022
- Architected AWS deployments and pipelines and handled DevOps for the AI Institute (iSAT), working toward an efficient MLOps flow
- Architected and built the web platform for teachers and students behind the CHI 2025 jigsaw agent paper

Stack: React, TypeScript, Next.js, Python/Flask, WebSockets, AWS, Contentful

AmedicaRx, Full Stack Developer (contract)

Aug 2022 to Feb 2023

- Worked directly with the CEO and founders to build a React and AWS web application
- Implemented GitLab CI/CD pipelines and a Jest test suite
- Built medication search and admin dashboard functionality to specification

Stack: React, AWS (DynamoDB, S3, Route 53, Lambda), GitLab CI/CD, Jest

Windward Studios, Software Development Intern

Sep 2019 to Feb 2020

- Worked with web APIs and helped the company expand its offering by implementing new technologies and evolving existing systems

Stack: OpenAPI, Python, C++, .NET, Azure DevOps

Panther Industries, Marketing and Augmented Reality Intern

Jun to Aug 2018

- Helped develop a Help and Support application that uses AR technologies

EDUCATION

University of Colorado Boulder

2019 to 2023

B.S. Computer Science. B.S. Creative Technology and Design (ATLAS program). Business minor. Certificate in Entrepreneurial Studies.

Blueprint Boulder, Vice President (Apr 2022 to May 2023).

Blueprint Boulder, Vice President of Technology (Nov 2020 to Apr 2022). Built the organization's website and technical foundation, consulted with non-profits, and mentored and led over 50 students across 10+ shipped projects for social good.

PUBLICATIONS

Emily Doherty, E. Margaret Perkoff, Sean von Bayern, Rui Zhang, Indrani Dey, Michal Bodzianowski, Sadhana Puntambekar, Leanne Hirshfield. 2025. Piecing Together Teamwork: A Responsible Approach to an LLM-based Educational Jigsaw Agent. Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems, 1-17. doi:10.1145/3706598.3713349

Mason, J. P., Werth, A., West, C. G., et al. 2023. Coronal Heating as Determined by the Solar Flare Frequency Distribution Obtained by Aggregating Case Studies. The Astrophysical Journal, 948(2), 71. doi:10.3847/1538-4357/accc89

SELECTED PROJECTS

JIA Webapp, Lead developer, SHINE Lab. A web app that lets an LLM agent help students with worksheet problems, built for CU Boulder's iSAT institute.

iSAT Dashboard, Developer, SHINE Lab. A teacher-facing web dashboard that turns AI/ML output into insights on group activity, and won Best Interactive Event at AIED 2022.

AI Crofty, Solo build. A realtime F1 23 commentator and race engineer that turns game telemetry into speech with OpenAI and TikTok TTS, with a Discord bot interface.

Project Mountaintop, Game developer, UI/UX and music. A Unity rhythm game about hiking, played with custom Arduino hiking-pole controllers.

Office Wizards, Game developer. A competitive wizard game played with barcode scanners and printers, built with Unity and Arduino.

Creatle, Solo developer (Mar 2022). A web-based game engine concept, a build-your-own Wordle spinoff, in TypeScript, Prisma, Next.js and Tailwind CSS. 2nd place overall and Best Games, Music, and Entertainment Hack at HackCU 8.

GroceryBot, Lead developer (Fall 2021). An autonomous grocery-shopping robot in the Webots simulator, using inverse kinematics, path planning and computer vision, with an online shopping interface. Later used as a template for final projects in the course.

AWARDS

Best Interactive Event, AI in Education Conference (AIED), for the iSAT dashboard display, 2022

HackCU 8: 2nd place overall, and Best Games, Music, and Entertainment Hack, for Creatle, a solo project, 2022

SKILLS

Web: React, TypeScript, Next.js, Angular, Tailwind CSS, Gatsby, UI/UX design

Services and cloud: Python/Flask, C# .NET microservices, WebSockets, AWS (DynamoDB, S3, Route 53, Lambda), Kubernetes and Argo, GCP, GitLab CI/CD, Jest, Azure DevOps

AI and ML: LLM agent integration, AI/ML data visualization, MLOps, OpenAI APIs

Games and embedded: Unity and C#, Arduino, C++