

Oliwier Wiecko

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EDUCATION

University of Liverpool

July 2024

BSc (Hons) Computer Science

Liverpool, England

- **First Class Honours (1:1)**
- **Relevant Modules**
 - App Development, Autonomous Mobile Robotics, Cloud Computing for E-Commerce, Complexity of Algorithms, Computer Forensics, Computer Networks, Computer Vision, Cyber Security, Database Development, High Performance Computing, Software Engineering
- Member of the Computer Science Society, Film Society and Polish Society

WORK EXPERIENCE

UserTesting

February 2020 – December 2024

UI/UX Tester

Remote

- As a UserTesting member, I performed in-depth user acceptance testing and provided valuable feedback on digital products, helping companies optimize their user experience, improve usability, and accessibility.
- I have completed work for a wide range of companies, including Microsoft, Philips, EA, Pandora and Subway.

Creative Woodwork

June 2021 – March 2023

Part-Time Assistant

London, England

- Created precise and detailed CAD drawings using SketchUp and SolidWorks for bespoke furniture designs, translating client specifications into high-quality technical plans ready for production.

NOTABLE PROJECTS

Batch Rename Utility

- Designed and developed a Java application used to efficiently rename files in batches.
- Features include importing multiple files/folders, inserting text as a prefix/suffix/at a specified index, deleting everything up to/after a given text or between indexes and replacing all occurrences of a given text (case sensitive optional).
- Allows users to preview name changes in real-time, undo multiple renaming operations by going through the history and includes filename validation to ensure that new names follow Windows naming conventions.
- The GUI was constructed using Java Swing. (working .exe can be found on my [GitHub](#)).

Keystroke Dynamics Biometric Authentication System

- Developed a C# application that can identify anonymous users based on their unique typing and mouse movement characteristics, which are extracted during training sessions and stored in a unique MySQL database record.
- Achieved a positive user identification success rate >90%, demonstrating the viability of using behavioural biometrics for secure authentication.

Theme Park Queue Times

- Developed a web application that fetches and displays real-time queue times for theme parks.
- Implemented a Node.js backend with Express to fetch data from an external API and a responsive frontend using HTML, CSS, and JavaScript
- Designed a dynamic UI to display ride statuses, wait times, and automatic updates, improving user experience and efficiency.

SKILLS & INTERESTS

- **Technical Skills:**
 - **Languages:** Java; C; C#; Python; JavaScript; HTML; CSS; Swift; VB.NET; SQL
 - **Development Tools/Environments:** IntelliJ IDEA; Apache NetBeans; Android Studio; Eclipse; Selenium; JUnit; PostMan; NUnit; Visual Studio Code; Visual Studio; Xcode; Git; GitHub; MySQL; Jira
 - **Familiar With:** Manual/Automated Testing; Agile Methodologies; CI/CD; User-Centred Design;
 - **Bilingual:** Fluent in both English and Polish
- **Soft Skills:** Communication; Team Player; Problem-Solving; Eager to Learn; Time Management; Adaptability; Attention to Detail; Creativity; Work Ethic; Initiative; Multitasking
- **Interests:** Cinema; Music Production; Formula 1; 3D Printing; Collecting Vinyl; Kayaking; Cooking