Paweł Olszewski

Computer Science graduate

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</> Technical skills

Languages

Python, **JavaScript**, SQL, Java, C++

Frontend

HTML5, CSS, SCSS, **React**, Redux, Vue

Backend

node.js, **Express**, PostgreSQL, Redis, Neo4j

Tools

Git, Docker, Postman, VScode, Krita

Values

SOLID, RWD, clean code, patterns

Soft skills

- Adaptability
- **Quick learning**
- Creativity
- Analytical thinking
- **Problem solving**
- Detail orientation
- Team player

Experience

1 year internship working with WordPress Responsible for creating new content on website and implementing changes according to guidelines.

Education

University of Gdańsk 2020-2025

Master's IT studies at the MFI Faculty

Diploma grade: 5

Beneficent of rector's scholarship, for being in **top 10%** of students in the major

Interests

- **Programming**
- Design (broad sense)
- Learning new things
- Computer graphics
- AI advancements
- Optimisation
- Chess

Languages

Polish – native   English - **C1**

Projects

All described in detail and available on my GitHub

React music service

Tech stack:

HTML, SCSS, JavaScript, React,
React-Router, Redux, formic, yup,
node.js, Express, PostgreSQL

Features:

- Single page application
- Ducks pattern
- Fully validated forms
- Translations
- Responsive design
- Charts and video players

Vue ancestry app

Tech stack:

HTML, SCSS, JavaScript, Vue, Vuex,
axios, WebSocket, passport,
bcryptjs, MongoDB, Neo4j, Postman

Features:

- Single page application
- Encrypting user passwords
- Middleware utilising JWT
- Connecting to two databases
- Real time global and private chat
- Use of graph database

React tower defence

Tech stack:

HTML, SCSS, JavaScript, React,
React-Router, js-cookie, MQTT,
node.js, Express, PostgreSQL

Features:

- Single page application
- Use of cookies
- Complex CSS transformations
- Saving directly to log files
- Playable game
- Editors for levels/towers/enemies

C++ ecosystem sim

Tech stack:

C++, SDL, Visual Studio 2022

Features:

- Window application
- Use of design patterns:
  *factory, singleton, facade,
  flyweight, mediator, observer*
- Keyboard shortcuts
- Adjustable simulation map size
- Hand drawn textures