

# KONRAD KROK

## CONTACT

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## EDUCATION

10.2021 – now

Polish-Japanese Academy of  
Information Technology

## SKILLS

- Java 8+
- Spring/Spring Boot
- Hibernate/JPA
- GIT
- JUnit5/Mockito
- Docker
- Swagger
- SQL(MySQL)
- Bootstrap
- Thymeleaf
- HTML/CSS
- JavaScript
- React

## LANGUAGES

- Polish-Native
- English-B1/B2

## PROFIL

I am a third-year student of computer science at the Polish-Japanese Academy of Information Technology in Gdańsk. With hands-on experience in Java, Spring, and Spring Boot, I am actively expanding my skills and applying them to real-world projects. My coursework has provided me with a solid foundation in data structures, algorithms, and software design, enabling me to tackle complex problems effectively.

As a self-motivated individual, I have a track record of completing projects in a timely manner, demonstrating my ability to manage time effectively and deliver high-quality work.

## EXPERIENCE

### Self Employed

I created a market bot for the game Tibia, which is sold by someone on new servers. It's not a lot of money since the license is only 10 PLN per month, but the data collected by the bot from the server start is also sold to the game's developer for the analysis and optimization of spawns.

-Image Analysis and AI-Based Text Conversion:

Implemented AI algorithms to convert images to text, facilitating data extraction for further processing.

-Customer Communication

## PROJECTS

### SummerBoot Project:

The SummerBoot project was designed to explore fundamental aspects of the Spring Boot framework and use standard java.net libraries to create network applications. It provides practical understanding and learning of HTTP processing, byte stream decoding, and Java reflection mechanisms.

### DiscordBotTibiaMicroservices:

I developed a Discord bot using microservices architecture. The project includes a web scraper microservice that collects and analyzes data from the discord servers, and another microservice that integrates the game Tibia with Discord, allowing users to interact with the game through Discord commands. This project enhances user engagement and demonstrates my skills in building scalable solutions, system integration, and data analysis.

Technologies: Java, Spring Boot, REST API, Web Scraping, Discord API, Docker