

PAWEŁ BRZOWSKI

Junior iOS Developer (Swift)

📍 Poznań - Poland

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🌐 <https://github.com/BrzowskiPawel>

ABOUT ME

Junior software developer poisonous about the Swift development and also fourth-year student (automatic control and robotics - PUT). I know several programming languages, of which Swift is my main one. My goal is to gain experience and be a better engineer every day. I am conscientious, willing to constantly develop.

EXPERIENCE

PLC programming internship

Bista Standard Sp. z o.o.

📅 08/2020 – 09/2020

📍 Bydgoszcz, Poland

- The internship was completed as part of the mandatory internship while studying. The work was based on programming PLC controls and maintaining the correct operation of the factory.

TECHNOLOGIES

- Swift - wide range of applications written due to today using Cocoa Touch and dependencies.
- Python - mainly used in university projects (ML/AI/CV related).
- C++ - academical courses at university.
- Flutter/Dart - basic understanding of language developed couple of apps with it.

SKILLS

- English - fluent, Polish - native, German - basic
- GIT, Github
- MATLAB, LATEX, MS Office

PERSONAL SKILLS

- Fast adaptation to new technologies.
- Ability to work under pressure.
- A team player who can work also on it owns.
- Ability to take initiative to solve problems.

EDUCATION

Automatic control and robotics - engineering degree

Poznań University of Technology

📅 10/2018 – Currently (expected end 02.22)

Match - Physics -

Computer science class profile

High School No. 2, Bydgoszcz

📅 9/2015 – 5/2018

PROJECTS

Let me present a few of my most interesting projects:

Paper-Rock-Scissors

- This project is an iOS version of the Paper-Rock-Scissors game. To make the game playable I have implemented a multiplayer like connection between 2 players. Each of the players creates or connects to Firebase and then they can play a game.

Calculator App

- This project is a clone of the original iOS calculator app. Besides functionality as the original app, UI was written completely by using code.

CryptoPortfolioApp

- Project is an app for keeping track of users' crypto coins portfolio by saving the number of coins and keeping real-time value using API. Furthermore, I have implemented CoreData to store users' data locally even when the app is closed/terminated.

TicTacToe

- TicTacToe game for iOS. Users can play against the CPU popular game of TicTacToe. It has been coded from Figma design to mimic real app development.

For more projects containing a wide range of UIKit elements implemented please visit my **GitHub**.

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).