# M/R

# Michał Rykowski

Junior Programmer

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## A B O U T   M E

*I graduated from technical school and gained skills in server maintaining, linux usage, C++, Python, SQL.*

*Currently I'm studying at PJATK where I keep improving my abilities in programming.*

## S K I L L S

- C#
- Unity
- SQL
- Git
- Python
- Unit tests

## E D U C A T I O N

**Polish-Japanese Academy of Information Technology**
2019-*today*

**IT technician**
*Zespół Szkół Powiatowych*

2015-2019

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Over time I've made couple bigger projects by myself, earning valuable experience in app designing and project execution.

## S O M E   O F   M Y   P R O J E C T S

### Gambler dedicated server & client

Application made for online gambling, composed of client and dedicated server, designed to work both on linux and windows.
In this app I used technologies such as

- .NET CORE
- MySQL with MariaDB
- Networking with TCP sockets
- Threading
- Unit testing

### FastScrabble game

Game made with Unity engine and C# based on popular tabletop game scrabble. 2-4 players session turn based game.
Still in development, progress can be checked on my Github.