Paweł Brandt

Personal Info

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E-mail

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LinkedIn

https://www.linkedin.com/in/
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brandt-0b2893233/

GitHub

https://github.com/
CrampedHail

Website

brandt-software.dev

Languages

Polish - native

English - B2

Interests

Programming

Playing the Guitar

Reading Books

Solving Rubik's Cubes

Programming

Java, C#

- intermediate level

**JS, Python, C++, SQL, HTML,
CSS, Spring Boot, Angular,
ASP.NET MVC**

- basic level

Skills

Problem-solving skills

Ability to work in a team

Analytical skills

My name is Paweł Aleksander Brandt and I am about to defend my engineering thesis at University of Applied Sciences in Elbląg. By nature I'm calm, patient, kind and I can work efficiently in a team. I try to work smart, quickly and efficiently. Programming is one of my hobbies so I'm never bored while writing code. I am eager to learn new things if necessary. Currently, I am focusing on improving my skills in Java, Spring and Maven.

EDUCATION

2019 - Present	**University of Applied Sciences in Elbląg** *Specialization: Programming*
2016 - 2019	**II Secondary School named after Jan III Sobieski in Tczew** *Specialization: Mathematics Informatics*
2012 - 2016	**State Music School Janina Garści in Tczew** *Specialization: Classical Guitar*

WORK EXPERIENCE

08.2022 - Present: Atos Poland Global Services

Position: Junior Application Developer

Technologies: Java - Maven - Spring Boot - RESTful - Spring Data - JPA - Hibernate SQL - JUnit Angular - GitLab - IntelliJ IDEA / Eclipse

Responsibilities:

•Data structure modeling and design of software modules;

•Business requirements implementation in existing software modules;

•Creation and optimization of SQL queries and procedures;

•Close cooperation with team members.

PRIVATE PROJECTS

Advertising Service PBX — 2022-2023

Inspired by advertising service OLX I created a similar web app named "PBX". Project was made with ASP.NET Framework technology in C# using MVC pattern.

Harmonic Optimization Algorithm — 2022

The project aims to implement a harmonic optimization algorithm for the knapsack problem invented by me and my colleagues.

Java Mini-Games — 2021-2022

All mini-games were created in Java in my spare time from studying. For user interface I used the Swing library. More details on my website.

CERTIFICATES

‣ 05.2022 — C# Programming Fundamentals — strefakursow.pl