

Marcin Binkowski

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Education

- 2016–present **University of Wroclaw.**
Computer Science
- 2012–2015 **Ignacy Paderewski High School No. 1 in Walbrzych.**
High School

Professional Experience

- November **Dolby Laboratories**, Quality Assurance Internship.
- 2018–present Designing, documenting and executing manual tests. Reporting and retesting issues. Creating test approaches for new functionalities. Creating and maintaining Test Automation documentation using python and sphinx - including code refactoring. Cooperating with developers on a daily basis.

Programming Languages

- Intermediate Python
- Basic C#, Ruby, C++, Racket

Computer Skills

- Operating Systems Windows, Linux
- Testing Black box testing, Regression testing, Exploratory testing, Test Case Design
- Other SQL, Git, Perforce, Jira, qTest, Selenium, HTML, CSS, Sphinx, Latex, MS Office, Algorithms

Languages

- Polish **Native Speaker**
- English **Upper-Intermediate**
- German **Basic**

Projects

- 2018 **GGBOT.**
Selenium bot written in python. Used for automatic search for new people to converse with on popular website. Threading allows to use many bots at the same time.
- 2018 **SudokuSolver.**
Selenium bot written in both ruby and python. Bot automatically logs in, choose the hardest difficulty, solves sudoku using backtracking and fills in the blanks on the website. Ruby version additionally has GUI and use fragments of python code. Both versions implement threading which allows to solve many puzzles at the same time.
- 2018 **GraphsLeague.**
Python program which generates player's reports for popular game and saves them in pdf format. Each report contains text, images and Matplotlib graphs. Player data is downloaded using requests library as json file from game developers' API.

Interests

- Logic puzzles
- Swimming

Profiles

www.github.com/MarcinBinkowski/CVprojects

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