Jarosław**Dzikowski**

Contact

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Poland

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My Github

Languages

Polish - mother tongue
English - fluent
German - intermediate

Programming

♥♥ Java, C/C++, C#
♥ Hibernate
♥ PostgreSQL
UNIX/Linux, OracleDB,
Spring, Unity3D,
OCaml, Haskell, Python

Education

2014–2017	**Bachelor** of Computer science	The University of Wrocław, Poland

Currently pursued
The second best university in Poland, well known for gathering elite students from all around the country.

2011–2014	**High school**	14th High School in Wrocław, Poland

The best Polish high school according to *Perspektywy's* ranking 2013.
Three years of *Individual Education Programme* in Mathematics and Computer Science.

Experience

Full Time

2016–2016	**AXIT - A SIEMENS COMPANY**	Wrocław, Poland

Junior software engineer, July - September, 3 months
Implementing new features into AXIT's main business solution, a project developed for almost 20 years now, AX4, a logistics platform. Worked on the AX4 following Scrum agile development methodology and using technologies such as Java, Hibernate, Spring, Oracle DB and much more.

2015–2015	**LIBERTY GAMES INTERACTIVE LTD.**	Wrocław, Poland

Game developer intern, July - August, 2 months
Developed Dogar, a massive multiplayer online game using technologies such as Unity3D and Node.js. Designed, implemented and balanced game mechanics, mathematics & physics module, algorithms and data structures.

Part Time

2015–2016	**14th High School in Wrocław**	Wrocław, Poland

Computer science teacher - entire academic year
Teaching C++, algorithms and data structures which are essential for competitive programming. Preparing students for *Polish Olympiad in Informatics*, the most important and prestigous competition for high school students.

Awards

2016	**Scholarship for the best students**	The University of Wrocław

Awarded to the best 5% of students in the academic year 2015/2016.

2015	**Scholarship for the best students**	The University of Wrocław

Awarded to the best 5% of students in the academic year 2014/2015.

2014	**Scholarship for the best students**	The University of Wrocław

Awarded to the finalists of the Polish Olympiad in Informatics in the academic year 2013/2014.

| 2014 | **21st Polish Olympiad in Informatics** | The University of Warsaw |

Finalist with honorable mention of the *21st Polish Olympiad in Informatics*.

Miscellaneous skills

- Knowledge of object oriented programming and design patterns (Finished OOP and Object Oriented Design courses).

- Deep knowledge of algorithms and data structures. (Finished masters level Algorithms and Data Structures course).

- Knowledge of unit testing.

- Knowledge of Unix/Linux operating systems (Finished Operating Systems course).

- Knowledge of databases (Finished Databases course).

- Knowledge of computer networking (Finished Computer Networks course).

- Excellent debugging and troubleshooting skills.

Interests

Professional: Algorithms and data structures, game development, competitive programming
Personal: Gaming, tv shows