Oliwier Kniażewski *January 6, 2002*

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Experience

Ennovation Technology   WARSAW, POLAND

Software Tester   *Jan '25 – Present*
Prepared documentation for developed software. Conducted testing of software on STM32 boards to ensure functionality and reliability.

Electrical Installation Designer   *July '24 – Jan '25*
Designed high-power electrical installations for energy storage systems. Developed electrical systems for electric tour vehicles and trucks. Engineered the electrical installation for the Battery Thermal Management System (BTMS).

Electrical Engineer   *Dec '23 – July '24*
Installed electrical systems for electric vehicles, including electric trucks and tour vehicles. Implemented electrical installations for energy storage systems and AC/DC charging stations for electric vehicles.

ADek Student Association   WARSAW UNIVERSITY OF TECHNOLOGY, POLAND

Head of Electronics and Electrical Department   *Jan '24 – Sept '24*
Supervised teams responsible for the electronic and electrical development of the eBuggy vehicle. Established collaborations with international companies to secure support for the eBuggy project.

Electronics Engineer   *Sept '22 – Jan '24*
Developed electronic systems based on STM32 for the eBuggy vehicle project. Designed and built the Power Distribution Unit (PDU), programmed its functionality, and established communication between systems using the CAN protocol.

Education

Warsaw University of Technology / Faculty of Electrical Engineering   WARSAW, POLAND

Bachelor degree in Electromobility   *2021– 2025*
Studied electromobility with a focus on electric vehicle technology, energy storage systems, and power electronics. Developed a bachelor's thesis on the design of a Battery Management System (BMS) for three series-connected Li-ion cells.

Certifications

Elements of AI (The basics of artificial intelligence)

Unity Essentials Pathway

Skills

Technical specialties: I am proficient in programming languages such as C, C++, C#, Python, Lua, and Java, with a strong foundation in object-oriented programming. I have experience using Git and GitHub for source code management and collaboration. Additionally, I am skilled in working with Linux distributions, including Arch and Ubuntu. My background also includes familiarity with Unity for developing interactive applications, and I have hands-on experience in music production using FL Studio for composing and producing music.

Languages: Polish (*native*), English (*C1*), French (*A2*).

Interests

Non-exhaustive and in alphabetical order: Software development, drawing, music production, game development, cooking, calisthenics, running.