# Filip Rak

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## Summary

**AGH** student and **IT Technician** with a strong background in **C/C++** and **Java**. Active contributor on GitHub with nearly 1000 commits per year. Seeking a software engineering internship to apply and further develop practical skills.

#### Education

**AGH University of Krakow** - BEng in Computational Engineering (Expected Graduation: 2026)

- **Grade** (last semester): 4.9/5.0
- Relevant Coursework: Algorithms & Data Structures, Object-Oriented Programming, Operating Systems, Distributed Systems, Basics of Artificial Intelligence, DevOps, Numerical Methods, Computer Networks and System Administration.

**RCEZ Biłgoraj** (Technical Secondary School) – Vocational Qualifications for IT Technician:

- **EE.08**: Assembly and operation of computer systems, peripherals, and networks.
- **EE.09**: Programming, creating websites, and managing databases.

### **Skills**

**Programming Languages:** C/C++, Java, Python, SQL, Assembly.

Technologies: Git, Linux, SFML, JavaFX, Godot, Unity, CUDA, Docker.

Core Concepts: OOP, Parallel Programming, Artificial Intelligence, DevOps, Software

Development, Algorithms.

**Spoken Languages:** English - C1 (*Technical & Business Proficiency*).

### **Experience**

MARWIN - Internship 1-month (Oct 2020 - Mar 2021, part-time due to COVID)

Hardware/software troubleshooting, PC assembly, system configuration, and technical support in a retail environment.

## **Selected Projects:**

- Pathfinding Visualization (JavaFX) Led a 4-person team in developing an interactive tool to visualize various pathfinding algorithms.
- <u>Discrete Modelling</u> (Python, C++, SFML) Developed image processing tools and cellular automata-based simulations (forest fire, gas, fluid dynamics)

#### **Interests**

- **Gaming** (co-op, strategy, story) with a passion for design and **game development.**
- Narrative-driven anime, manga, TV series keen on mecha and sci-fi themes.
- Military hardware, technology, and history.