

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.
- [Discrete Modelling](#) (*Python, C++, SFML, CUDA*) - Developed image processing tools and cellular automata-based simulations (forest fire, gas, fluid dynamics)

Interests

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- **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**.