**Filip Rak**

![Obraz zawierający logo, symbol, Grafika, Czcionka

Zawartość wygenerowana przez sztuczną inteligencję może być niepoprawna.]() [filiprak49@gmail.com](mailto:rak@student.agh.edu.pl) | [linkedin.com/in/rak-filip/](https://www.linkedin.com/in/rak-filip/) | [github.com/Filip-Rak](https://github.com/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](https://github.com/Filip-Rak/Pathfinding_Visualization) *(JavaFX)* - Led a 4-person team in developing an interactive tool to visualize various pathfinding algorithms.
* [Discrete Modelling](https://github.com/Filip-Rak/Discrete-Modelling) *(Python, C++, SFML, CUDA)* - 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**.