Piotr **Biedermann**

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Aspiring Web Developer

Education

42, Wolfsburg   *2022 - 2024*
                                                                                        DE
- Project based peer learning

Masters in Embedded System(unfinished)   *2009 - 2011*
Poznan University of Technology, Poznan   *PL*

Bachelor in Automation and Managment   *2006 - 2009*
Poznan University of Technology, Poznan   *PL*
- Thesis: Model of Automated Storage Facility

Projects & Associations

Inception   *2024-february*
                                                                                    Wolfsburg, DE

- "A docker project where we upload LEMP stack website in separate containers built from custom Dockerfiles."
- "Focused on Docker, LEMP stack, Bash"

Transcendence   *2023-December*
                                                                                    Wolfsburg, DE

- "Single page application featuring a chat, two factor and third party authentication, a game complete with a user leaderboard, achievements."
- "Technologies used: React, Typescript, Docker, SocketIO, PostgreSQL, Postman, Agile methodology"

Webserv   *2023-August*
                                                                                    Wolfsburg, DE

- "HTTP web server in C++, handles GET, POST, and DELETE requests, features CGI, file upload/download."
- "Skills demonstrated: C++, Network programming"

CPP   *2023-June*
                                                                                    Wolfsburg, DE

- "Series of exercises, covering a variety of topics like Exceptions, Inheritance, implementing Merge-Insert sorting Algorithm."
- "Technologies and concepts: C++, OOP, STL containers"

Philosophers   *2023-April*
                                                                                    Wolfsburg, DE

- "Program solves Dijkstra's philosophers problem using threads in C."
- "Highlighted technologies: C, Threads"

miniRT   *2023-february*
                                                                                    Wolfsburg, DE

- "Ray tracer project that involves comprehensive use of C and linear algebra to simulate light rendering."
- "Highlighted technologies: C, Linear Algebra"

Minishell   *2023-January*
                                                                                    Wolfsburg, DE

- "Clone of a shell, implementing basic shell operations and commands, using C."
- "Skills demonstrated: C, Bash"

Push swap   *2022-August*
                                                                                    Wolfsburg, DE

- "Sorting two stacks with the help of radix sort, showcasing efficient algorithm design and implementation."
- "Technologies used: C, Algorithms"

Pipex   *2022-July*
                                                                                    Wolfsburg, DE

- "Simulates the pipe mechanism in UNIX systems, executing two commands and connecting them with a pipe."
- "Highlighted technologies: C"

So Long

- "Game using minilibx library, implemented depth search and error checking for game logic."
- "Skills demonstrated: C"

Printf

- "Recreated the printf function using variadic functions, demonstrating understanding of low-level programming in C."
- "Skills demonstrated: C"

Libft

- "Recreated library of basic functions, which is a foundational project for future C projects, showcasing proficiency in C programming."
- "Highlighted technologies: C, Makefile"

Awards

2023	**Third place in Capture The Flag Osint/Cybersecurity event**, 42 Wolfsburg
2023	**App awarded at T-System Hackathon**, T-Systems
2023	**Completed Arduino course**, FabLab Wolfsburg

Skills

Languages	English C1 | German B2 | Polish Native
Tech Stack	C/C++ | Arduino | Git | Docker | Bash | React | PostgreSQL
Personal Interests	Swimming | Cooking | Reading