

Piotr Biedermann

<https://github.com/Go-tr-byte/> | [+48 508015628](tel:+48508015628) |
piotr.biedermann.jobs@gmail.com |
<https://www.linkedin.com/in/piotr-biedermann-4aba0b1b0/> |
<https://registry.jsonresume.org/Go-tr-byte>



Aspiring Web Developer

Education



42, Wolfsburg

2022 - 2024

DE

- Project based peer learning



Masters in Embedded System(unfinished)
Poznan University of Technology, Poznan

2009 - 2011

PL



Bachelor in Automation and Managment
Poznan University of Technology, Poznan

2006 - 2009

PL

- Thesis: Model of Automated Storage Facility

Professional Experience

Product Owner

2018-11-20 - 2022-02-01

TC Serwis

Warsaw

- “Product owner for in-house software.”
- “The software assisted with managing repair and maintenance on over 1200 convenience store locations.”
- “Implemented Agile methodologies to work with a team of programmers.”

Agile Project Management Software Development

Founder

2011-11-20 - 2022-02-01

TC Serwis

Warsaw

- “Running refrigeration and air conditioning providing company”
- “E-Commerce - managing product placement, SEO, content creation.”
- “Analysis of product and service records - feedback-loop with the manufacturer, briefing of customers on usage of product.”
- “Managing e-marketing on facebook.”
- “Working with service data in order to provide feedback to supplier”
- “Handling and collaborating with sub-contractors.”

Entrepreneurship Product Management E-Commerce Marketing

Refrigeration and air conditioning repair

2011

C&K System

Poznan

- “Onsite repair and maintenance”
- “Programming controllers”
- “Assiting with monitoring setup”

Refrigeration Air conditioning

Service and maintenance dispatch

2010

C&K System

Poznan

- “Dispatching service and maintenance”
- “Writing service offers to clients”
- “Data entry”

Excel Office processes

Crafting electrical switchboard boxes

summer 2008

C&K System

Poznan

- “Reading electrical schematics”
- “Assembling switchboxes based on electrical schematics”

Workshop Electrical Schematics

Projects & Associations

Robotics Club

In progress

Wolfsburg, DE

- “Working on presentations”
- “Technologies used: Raspberry Pi, Nybble, RoboMaster”

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”

Wire Engine

2023-December

Wolfsburg, DE

- “Contributed a chess demo and physics for a custom graphics engine”
- “Technologies used: CLion, Cmake, C++, OpenGL”

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

2022-June

Wolfsburg, DE

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

Printf

2022-May

Wolfsburg, DE

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

Libft

2022-April

Wolfsburg, DE

- “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** Board games | DnD | Swimming | Cooking | Reading