JAKUB **STOKLOSA**

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I'm a Computer Science graduate from Cardiff University with a 2:1. I'm passionate about using technology to solve real-world problems and have built full-stack applications, data analysis tools, and games using Python, JavaScript, Flask, and Unity. I'm now looking to apply my skills in a junior developer or entry-level role where I can continue learning and contributing to impactful projects.

EDUCATION

07/2025
COMPUTER SCIENCE BSC, CARDIFF UNIVERSITY
- 2.1 (67%)

08/2022
A-LEVEL, LONDON ORATORY SCHOOL (SIXTH FORM)
- Polish (A) Maths (B) Business (B) Theology (C) EPQ (B)

08/2020
GCSE, LONDON ORATORY SCHOOL (SECONDARY SCHOOL)
- 10 GCSE'S GRADES 9- 4

Technical Projects

COMPANY WEBSITE FOR FAMILY BUSINESS
- Designed and built a responsive website for a small construction business (Building Decorating) using WordPress.
- Created and customised pages to showcase services, contact information, and client testimonials.
- Selected and configured appropriate plugins for performance, SEO, and contact forms
- Collaborated with the client (business owner) to gather requirements and implement feedback
- Gained experience in client communication, content structuring, and deploying a site for a real business.

JAVA DATA PROCESSING PROGRAM
- Created a program to determine the day of the week for any given date.
- Implemented algorithms to calculate and count occurrences of specific days.
- Extended functionality to accept dates in various formats and from text files.
- Developed a method to find the most common day of the week.
- Included error handling for robustness.

SOCIAL PARTY GAME
- Developed a multiplayer social party game using Unity game engine.
- Collaborated with a team to create a variety of mini-games for players to compete against

each other.
- Implemented networking functionality in C# to allow players to join from different devices.
- Used GitHub for collaboration ease.
- Designed an engaging user interface and intuitive controls for seamless gameplay experience.
- Ensured compatibility across various platforms for wider accessibility.
- Incorporated features for player interaction and social engagement within the game environment.

INTERACTIVE KNOWLEDGE MAPPING PLATFORM (Final Year Project at University, Mark Achieved: 70%)

- Developed a full-stack Interactive Knowledge Mapping Platform to support non-linear, community-driven learning.
- Designed and implemented interactive visualizations using D3.js for dynamic concept mapping.
- Built a Flask-based backend with MySQL database, including secure user authentication and role-based access control.
- Enabled real-time collaborative editing, map sharing, and feedback/rating features.
- Followed a user-centred design approach with iterative prototyping and user testing.
- Implemented features such as admin analytics, custom node styling, and undo/redo functionality.
- Applied performance optimization, security best practices, and modular design principles throughout development.

TURINGLAB COURSE

- Completed an intensive 8-week JavaScript programming course at TuringLab hosted by Imperial College.
- Acquired comprehensive knowledge and practical experience in JavaScript development.
- Developed proficiency in implementing JavaScript for both client-side and server-side scripting.
- Demonstrated expertise in utilising JavaScript frameworks and libraries to enhance web application functionality.

Work Experience

Building Assistant

Building Decorating / London / Summer 2022

- Assisted with on-site construction tasks including material handling and basic repairs
- Maintained a clean and safe work environment while following health and safety guidelines
- Gained practical experience in teamwork, time management, and following technical instructions

Junior Contributor

Outlier / Remote / January 2025 – April 2025

- Participated in research-based microtasks related to data labelling and AI model evaluation
- Delivered consistent, high-quality annotations in alignment with evolving project guidelines
- Developed attention to detail, independent working, and task prioritization under deadlines

SKILLS

- Python
- JavaScript
- HTML
- SQL

- Communication
- Teamwork and cooperation
- Problem Solving
- Analytical thinking

ACTIVITIES

I'm passionate about technology and innovation, with a strong motivation to make a positive impact through my work. Outside of academics and projects, I maintain discipline and focus through regular gym training. I also enjoy gaming and film as creative outlets, and I am fluent in both English and Polish.