

GŁOCKA|Julia

ABOUT ME

With a strong background in philosophy studies and a broad interest in computers, I bring a unique perspective to programming. I am a curious, persistent, and responsible individual who is eager to contribute my skills to meaningful projects in the tech industry.

I do not disclose my personal information publicly. If you wish to contact me, please contact me via e-mail or "Leavemessage" tab. Both are available through my online portfolio.

PROGRAMMING

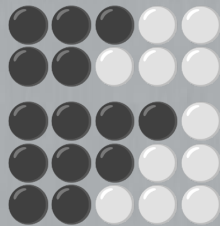
HTML / CSS

C#

SQL

GitHub / GitLab

Unity

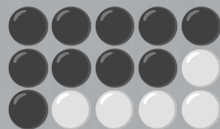


LANGUAGES

Polish

English

Russian



COURSES & VOLUNTEERING WORK

Syrenka Games currently

Media Social Week, Match IT 2019

University of Warsaw /organiser of 2nd World Congress on Logic and Religion

June 2017, Warsaw

First aid, tour manager 2011

WOŚP / fundraiser December 2009, Warsaw

EMPLOYMENT HISTORY

- **Veeva** / data steward August 2022 - December 2022, remotely, ENG
- **Maya** / secretary December 2017 - January 2020, Warsaw, PL
- **MDDV** / translator June 2019 - December 2019, Warsaw, PL
- **El Deyma** / marketing 2016 - 2017, remotely, ENG
- **Fundacja Edukacja dla Przyszłości** / translator June 2016 - September 2017, Warsaw, PL
- **Tarabuk** / bookseller 2013 - 2014, Warsaw, PL

FORMAL EDUCATION

- **University of Warsaw** / Bachelor's degree October 2012 - June 2016 (discharge), October 2019 - June 2022 (completion of programme changes, diploma defence), Warsaw
Philosophy of Being, Cognition and Value / specialisation: **International Studies in Philosophy**
- **University of Padua** / Socrates-Erasmus grant October 2014 - June 2015, Padua
Interdisciplinary & individual curriculum

PROJECTS

- **Intotech** /professional freelancer October 2022 - January 2023, remotely
Mobile application development (C#, SQL, Visual Studio, PostgreSQL, GitHub, Swagger)
- **Syrenka Games** /level designer February 2023 - present, hybrid
Game development (C#, Unity, GitL

CERTIFICATES

- **University of Warsaw** / C1 proficiency in English
December 2020, Warsaw