

Krzysztof Wiśniewski

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Third year Computer Science student. Looking for an opportunity to participate in real world projects and to acquire first job experience in software engineering. Currently on Erasmus+ program in Málaga, Spain. Cooperative, task-oriented, and eager to learn new concepts and methodologies. Fluent in both Polish and English. After internship open for further cooperation.

EDUCATION

Wrocław University of Science and Technology <i>Bachelor in Algorithmic Computer Science</i>	Wrocław, Poland Oct. 2021 – Mar. 2025
University of Málaga <i>Erasmus+ program with CS courses</i>	Málaga, Spain Sep. 2023 – Feb. 2024

EXPERIENCE

Filmder Application <i>Software Developer</i>	Oct. 2022 – Present Wrocław, Poland
<ul style="list-style-type: none">Developed a Graphical User Interface in React Native for an iOS and Android Application.Implemented login/password and Google OAuth2.0 user Authentication with Auth persistence using Firebase BaaS.Created Firestore rules, indexes and queries for non-relational database.Managed GitHub repository.	

PROJECTS

Sorting Algorithm Visualizer <i>Java, Maven, Swing, Git</i>	
<ul style="list-style-type: none">Implemented various Sorting Algorithms such as MergeSort, QuickSort, SelectionSort.Developed a GUI application in Java Swing to visualize the sorting process.Used Thread-Based Multitasking for optimal speed and keeping GUI responsive during sort.Followed the Maven life-cycle of a project.	
Social Media platform <i>PHP, HTML, SASS, SQL, Git</i>	
<ul style="list-style-type: none">Developed and maintained a Web Application in PHP that was a copy of Twitter.Created an SQL database for this project. Used procedures, functions and indexes.Implemented account creation and login with password hashing. Used sessions and cookies.Published this project on a hosting for everyone to use.	
Online Checkers <i>Java, Maven, MVC, Git</i>	May 2018 – May 2020
<ul style="list-style-type: none">A university group project to get familiar with different design patterns and version control systems.Created UML diagrams with patterns such as MVC (Model-View-Controller) and Strategy.Developed a Model and View part of an application.Participated in the process of making an AI bot with Mini-Max algorithm, Alpha-Beta pruning and state evaluation.	

ACCOMPLISHMENTS

Rector's Scholarship <i>Wrocław University of Science and Technology</i>
<ul style="list-style-type: none">The Rector's Scholarship was awarded for high learning results - top 10% of a class.

TECHNICAL SKILLS

Languages: Java, C/C++, Python, SQL, JavaScript, HTML/CSS
Frameworks: Maven, JUnits, React, ReactNative, Node.js, WordPress, Firebase
Developer Tools: Linux Terminal, Git, GitHub, GitTower, JIRA, VS Code, IntelliJ IDEA, DataGrip