



KINGA NIEJADLIK

IT STUDENT

PERSONAL DATA

Name: Kinga Niejadlik

Age: 22

Country: Poland

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ABILITIES

Graphic programs: Adobe Illustrator, Adobe Photoshop, JPixel, Gimp2, Inkscape, 3Ds Max, Blender, Figma.

Programming environments:

Unity, Visual Studio, Visual Studio Code, Management Studio, Star UML, IntelliJ, Spyder

Programming languages:

HTML, CSS, JavaScript, C#, SQL, Java, Python (learning)

Office package: Word,

PowerPoint, Excel

Languages: English (B2)

INTERESTS

2D and 3D graphics, computer games and board games, stand-ups, programming

WORK EXPERIENCE

CUSTOMER SERVICE • IMERSJA VR • 01.01.2019 – 23.03.2020

Support for organized events, learning how to use VR equipment and explaining the basic game mechanics, servicing of VR equipment (Oculus Rift 2 + treadmill Omni), matching games to customer needs.

SERVICE TECHNICIAN • EXORIGO UPOS • 01.07.2018 – 30.08.2018

Servicing companies' equipment, diagnosing and solving IT problems.

CUSTOMER SERVICE • PAWNSHOP WOMI • 28.07.2016 – 05.06.2018

Sale and purchase items, pricing purchased items, keeping records.

EDUCATION

UNIVERSITY OF ECONOMICS IN KATOWICE • 2020 – AT PRESENT

Specialization: Programming computer games and mobile applications

UNIVERSITY OF ECONOMICS IN KATOWICE • 2017 – 2020

Specialization: Programming computer games and mobile applications.
Average grade: 4.0.

SECONDARY SCHOOL NO 1 IN RUDA ŚLĄSKA • 2014 – 2017

Class: math – physics.

ABOUT ME

I'm IT student. I acquire all my practical knowledge by participating in university projects and independent projects made with group of friends. I like work in group and independently as well. I quickly learn new computer programs. I'm well organized person. Pressure of time is not a problem for me.