






KRZYSZTOF SWĘDZIOŁ

Computer Science Student


CONTACT & DETAILS

 krzysztof.swedziol@onet.pl


 +48-536-040-602


 [My-LinkedIn-Profile](#)


 [My-GitHub-Profile](#)


 Krakow


TECHNOLOGIES


 Java with Spring, Hibernate and RxJava

 React.js


 SQL


 Python

 JavaScript


 HTML

 CSS


 Git, GitHub and GitLab


 Docker


 Kubernetes

 AWS


SKILLS

 Agile/Scrum practices

 Teamwork and Communication

 Problem Solving

 Adaptability

 Willingness to learn

LANGUAGES

Polish - Native

English - Fluent

ABOUT ME

- 4th-year student passionate about backend development, machine learning and architecting complex systems
- Solid background in algorithms and software development
- Courses completed:
 - 2024 Web Development Bootcamp
 - Spring Boot 3, Spring 6 & Hibernate
 - Python for Data Science & Machine Learning
 - AWS Cloud Foundations & AWS Cloud Architecting
- Eager to apply skills in real-world projects

WORK EXPERIENCE

Splunk – Backend Software Engineer Intern

- Designed and developed a new microservice using Java, Jetty, Jersey
- Used Docker, Kubernetes and Terraform on AWS to deploy service
- Implemented CI/CD pipelines with GitLab to automate testing and deployment
- Collaborated in a Scrum team (daily stand-ups, sprint planning, retrospectives, Jira)
- Contributed to observability features improving system reliability
- 3rd place at Cisco International AI Hackathon during internship

EDUCATION

AGH University of Krakow

- Computer Science 2022-current
Faculty of Computer Science
Engineering Full-Time Studies

PROJECTS

CourseManager – Spring and React application for course organization, enrollment, and management

Escape from D17 – PyGame project featuring multiple logic-based and arcade-style mini-games

Darwin Simulation – Pure Java and JavaFX game simulation of an animal ecosystem, including different genome types, trait inheritance, world obstacles, and food rivalry