Dawid Piotrowski

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Education

AGH University   Expected Feb 2026
Engineer in Applied Computer Science   *Cracow, Poland*
- **Relevant Coursework:** Advanced Data Structures and Algorithmic Analysis, System Programming with C, Statistical Methods and Applications in MATLAB, Object-Oriented Programming with C++, Fundamentals of Functional Programming in Scala, System Administration with Bash and PowerShell, Graphical Computing in C++

Experience

Study Research Group Bit   Nov 2023 – Present
Software Engineer Intern   *Cracow, Poland*
- Participated in advanced software engineering projects focusing on modern web technologies and artificial intelligence, enhancing practical coding skills.
- Engaged in collaborative development of algorithms designed to solve complex problems, which improved problem-solving techniques and analytical thinking.
- Contributed to peer-led workshops on introductory and advanced topics in computer science, fostering a community of learning and skill development.

Szkoła Maturzystów Łukasza Jarosińskiego   Sep 2023 – Present
Tutor in Mathematics and Physics   *Cracow, Poland*
- Developed and conducted tutoring sessions in mathematics and physics, focusing on exam preparation and problem-solving skills.
- Created personalized learning plans for students, resulting in improved understanding of complex topics and higher exam scores.
- Utilized a variety of teaching tools and techniques to enhance student engagement and facilitate active learning.

Projects

Advanced Charting Interface | *C++, wxWidgets*
- Developed a sophisticated charting application using C++ and the wxWidgets library, allowing for dynamic graphical representation of mathematical functions.
- Implemented a configuration class that supports extensive customization of chart parameters and interface settings, enhancing user interactivity and flexibility.
- Engineered GUI components using wxWidgets, including custom dialogs and settings panels, to provide an intuitive user experience and facilitate effective data visualization.

Retro Sokoban Clone | *C++ with SFML*
- Recreated the classic puzzle game Sokoban, implementing it in C++ to enhance gameplay with a focus on maintaining the nostalgic feel of the original game using the SFML library.
- Incorporated modern game design elements while respecting the retro aesthetics and mechanics that define the Sokoban experience.
- Optimized graphical rendering and game logic for efficient performance on modern computing hardware, ensuring a smooth player experience.

Technical Skills

Languages: Python3, Scala3, C++ (C++17/20), C, MATLAB, Bash, PowerShell
Tools and Technologies: Git, MATLAB
Frameworks and Libraries: SFML, wxWidgets (used for GUI development)
Software and Platforms: Git
Languages and Protocols: English (B2+/C1), German (A2)