Michał Broś

Full-Stack Developer

Contact

Phone
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Email
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Address
Kraków, Poland

Github
github.com/MBrosik/

Programming

Proficient:
JavaScript • TypeScript • HTML • CSS
SCSS • SQL • C#

Experienced:
Kotlin • Python • PHP

Familiar:
C • C++

Frameworks, Libraries

Proficient:
React • React Native • Node.js
Express.js • Socket.IO • Unity

Experienced:
Three.js • WebGL • Svelte

Familiar:
Vue.js • Angular

Tools, Platforms

Git • GitHub • Webpack • Heroku
Postman

Languages

Polish | NATIVE • English | B2

Experience

October 2022 - Present | Kraków
AGH Code Industry | Scientific Club

Game Developer

- Game development in Unity

September 2020 - November 2020 | Kraków
Expander Integrator IT

IT Technician

- Configuration of switches, routers and Cramer equipment

March 2020 - April 2020 | Kraków
MPK S.A.

IT Technician

- Responsive web development
- Configuration of switches and routers
- HTTPS, DNS, FTP setup in Windows Server

Hackatons / Gamejams

- Hacknarok Game Jam | **April 2023**
- Steelworks Game Jam (3rd place) | **February 2023**
- SheepYourHack | **December 2022**

Education

October 2022 - Present | Kraków
AGH University of Science and Technology

Computer Science and Intelligent Systems

September 2018 - April 2022 | Kraków
Upper Secondary School of Communications

IT Technician

Projects

River Raid

- Simple port of the retro game made with Typescript
- Recreated the layout and most of the mechanics from the original game

Rummikub

- Clone of the 2d multiplayer game called Rummikub
- Made with Javascript and Kotlin