



MATEUSZ BELKA

SOFTWARE ENGINEER

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WORK EXPERIENCE

SpriteCloud | [Live](#) | Ruby on Rails, Javascript, Cucumber
Software Engineer

June 2020 - Sept 2020
Amsterdam, The Netherlands

- Applied theoretical understanding of agile and Scrum to a hands-on work environment.
- Optimised the company details front-end to expand responsive design that meets customer needs.
- Improved manual Test Suite report editing which included working with RESTful API Database.
- Developed software with the customer-first mindset.
- Maintained a Test Automation Suite for a country-wide government institution.
- Followed the best practises of CI/CD for testing & deployments of incremental developments.

EDUCATION

Vrije Universiteit Amsterdam
Bachelor's Degree in Computer Science

Expected Graduation July 2021
Data Science Minor

PROJECTS

AWS Automation | [Source Code](#) | Python

- Set up and managed 3 Linux servers using AWS EC2.
- Created an Automation Bot that dynamically changes the configuration of servers given user input.
- Implemented a Discord Bot solution to allow end-users to have effortless communication with servers.

Personal Portfolio | [Live](#), [Source Code](#) | ReactJS, React Bootstrap

- Developed modular component-based responsive web design in React.
- Designed and built a single-page application with scalability in mind.

Vrije Universiteit Interactive Map | [Live](#), [Source Code](#) | ReactJS

- Implemented a solution to inform students of current locations available for studying.
- Designed the front-end to be easily adaptable to softcoded information from back-end.

RESTful Website | [Source Code](#) | HTML, CSS, JavaScript, AJAX, jQuery

- Build interactive store website for presenting available products.
- Swiftly became acquainted with a variety of technologies and frameworks to provide an elementary but stable and high-quality solution.
- Utilized bottle framework to build a product inventory CRUD database with RESTful API.

Text Adventure Game | [Video Demo](#), [Source Code](#) | Java, JavaFX

- Delivered a fully functional game, which exceeded expected feature goals.
- Actively iterated the product's features in accordance to internal feedback using Scrum.
- Constructed UI/UX, game engine, JSON serialization, player progression and combat.
- Utilized knowledge of GitHub to conduct peer reviews and collaborate on large scale project.
- Wrote source code as per before-established UML class, object, sequence, and state diagrams.

SKILLS

Languages	JavaScript, HTML, CSS, Sass, SQL, C/C++, Java, Scala, Python
Frameworks	Ruby on Rails, ReactJS, React Bootstrap, jQuery
Tools	Bash, Git, AWS EC2