



# MATEUSZ BELKA

SOFTWARE ENGINEER

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## WORK EXPERIENCE

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**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

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**Vrije Universiteit Amsterdam**  
*B.Sc. Computer Science*

Expected Graduation July 2021  
*Data Science Minor*

## PROJECTS

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**AWS Automation** | [Source Code](#) | Python, AWS, Heroku

- 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](#) | 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](#) | React

- Implemented a solution to inform students of current locations available for studying.
- Designed the front-end to be easily scalable to back-end implementation.

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

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

**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.

## SKILLS

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<b>Languages</b>	JavaScript ES6, HTML, CSS, SQL, C/C++, Java, Scala, Python
<b>Frameworks</b>	Ruby on Rails, React, Bootstrap, jQuery, Sass, Pandas
<b>Tools</b>	Bash, Git, AWS EC2