

# Marcin Zubrzycki

## Software Engineer

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🌐 Marcin Zubrzycki 🔗



### Me, in short

Studying computer science, obsessed with learning for fun and the pride that comes with self-fulfillment. Recently whenever I'm stoned and finally get ready to start playing a video game after a long day, I end up getting really into the math lecture I put on for background noise and end up taking notes.

Not as bad as I sound!

### My Education

**Wrocław University of Science and Technology** 2022 – TBD :) (2026)  
*Algorithmic Computer Science, Masters* Wrocław, Poland  
Computer Science, with a particular emphasis on the fascinating mathematical foundations, is primarily taught by theorists.

**IB World School 0971** 2019 – 2022  
*Mathematics | Computer Science | Physics* Wrocław, Poland  
An International Baccalaureate (IB) School. At Higher Level, I've studied mathematics (acquiring a score of 7/7)

### My Professional Experience

**Software Engineer | Tech Team Lead** 2022 – present  
*WTG Innovation GmbH* Wrocław, Poland  
Part of and leading a 5 person team delivering middleware solutions for ecommerce clients  
Part of a task force handling internal requests for software and in charge of designing and developing an internal extendable software suite  
**Go, PHP, Java**

**Science Club Founder** 2023 – present  
*KN Floppy Disks* 🔗 WrocTech  
Leading a 10 person student science club where we experiment with hardware, try to write a paper and try to secure some funding :)  
**C, Neural Networks, Embedded, Radioactivity, Marketing**

### My Math

**Bezier curves anatomy** 🔗 2022  
*IB IA*  
An article inspired by Freya Holmer's video about Bezier Curves, expanding upon a mathematical experiment

**Hypercomplex representations of the seemingly ordinary** 🔗 2021  
*IB EE*  
An essay about the use of 4D quaternions in modelling 3D space

### The Projects I'm proud of

**Gra w Sejm.** 🔗 2024  
*Golang, jQuery, AWS*  
App handling the complicated bits of my board game, so that players can enjoy the next round without doing math.

**"Impuls" Stable Manager** 🔗 2022  
*Cordova, Bootstrap Javascript*  
An app developed at the request of the horse stable my friend frequents! My first paying client.