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github.com/Michu-dev

SKILLS

Ability to work in a team

Conscientiousness

Self-reliance

Communicativeness and good manners

Analytical skills

Java

React.js

HTML

CSS

SQL

R

Python

C++

Git

OOP

Spring & Hibernate

LANGUAGES

English

Full Professional Proficiency

German

Elementary Proficiency

INTERESTS

Sports

Motorization

New technologies

EDUCATION

Computer Science

Poznan University Of Technology

10/2019 - Present

CERTIFICATES

Responsive Web Design (07/2021 - Present)

freeCodeCamp

JavaScript Algorithms and Data Structures (07/2021 - Present)

freeCodeCamp

Front End Libraries (07/2021 - Present)

freeCodeCamp

Intermediate SQL (04/2021 - Present)

DataCamp

Spring & Hibernate for Beginners (includes Spring Boot) (11/2021 - Present)

Udemy

PROJECTS

Football-Database

- Project for Database Systems at Poznan University of Technology, made in 2-person team. The project was built using **Spring Data JPA**, **Vaadin**, **PL/SQL**. Source code: <https://github.com/filipciesielski7/Football-Database>

Sorting Madness

- Project made for Software Engineering at PUT, made in 3-person team. The main goal of this project was to get to know the **Scrum** project management methodology (Sprint, Product Backlog) and implement a REST API **Spring Boot** application with **Maven** which can be used by GET and POST requests. Source code: <https://github.com/filipciesielski7/Sorting-Madness>

IRC-Communicator

- The main goal of this 2-person project was to implement IRC-Communicator TCP server in **C** and **Java** client through which the user can chat in different rooms just like it was in IRC. Client GUI was implemented using **JavaFX**. Source code: <https://github.com/filipciesielski7/IRC-Communicator>

Weather

- Project made for learning **React** stuff. It shows the weather for a specific destination for 5-days. Source code: <https://github.com/Michu-dev/Weather>

Poker Recognizer

- Project for Human Computer Communication (2 people). It uses **React** in Frontend and **Python** with **Flask** in Backend for proper recognition of playing cards and then printing out the best combination if in the picture there are 7 images. If there are less cards in the picture, algorithm tries to identify them nevertheless. Source code: <https://github.com/filipciesielski7/Poker-Recognizer>