

Michal Uchmanowicz

Software Developer



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🔗 MikeUchmanowicz

in Michal Uchmanowicz

📍 Phoenix, AZ

💻 SKILLS

Software Languages

Java, C#, Python, Javascript, HTML, CSS, C++, SQL

Frameworks

Spring MVC, ASP.NET MVC, Django, .NET, .NET CORE, Bootstrap

Design Patterns

OOP, Inversion of Control, Separation of Concerns, N-Layer Design Pattern, Documentation (UML, Wireframe, ER, Flowchart, Sitemap etc..)

Concepts

Full Stack, MVC Model, Back-End, Front-End, JSON, REST API, Unit Testing, Collaboration on Projects, Scrum, Sprint, User Stories

Databases

MongoDB, MongoDBCompass, MySQL, MySQLWorkBench, PHPMyAdmin

Cloud

Azure

Tools

Github, Maven, MAMP, Postman, Eclipse, Visual Studio, Visual Studio Code, JUnit, Virtual Machine, Linux, Terminal (Linux)

🎓 EDUCATION

BS in Software Development,

Grand Canyon University | Phoenix, AZ [🔗](#)

2021 – PRESENT

Graduation: May 2023.

Current GPA: 3.97

🏆 AWARDS

Distinguished Trustee Scholarship,

William Rainey Harper College | Palatine, IL

1 of 40 to receive a full scholarship at William Rainey Harper College (Associates in Science)

👤 INTRODUCTION

I am currently enrolled at Grand Canyon University as a full-time student with an expected graduation of May 2023. I have been interested in the complexity of software as of high-school and have been learning software languages and techniques since. I would consider myself a perfectionist and I strive to write code that is easily utilized by the user while also being easily understood by the development team.

📁 PROJECTS

Neat is Neat Senior Project, Python, Pygame, Django, NEAT AI

Currently designing and creating a simple "endless scroller" game within python and implementing an evolutionary Artificial Intelligence in order to play the game. The project's purpose is to explore the concepts of NEAT. The game will upload AI info/results to a database post-game which an included full-stack django webapp will retrieve from an SQL database and display.

Inventory Full-Stack CRUD Webapp, Java, Springboot, Thymeleaf

Currently designing and creating (collaboratory team of 2) a crud webapp that supports polymorphism and different items. Users will be able to register, login, view their own inventory, view the "store" inventory, purchase items from the "store", and trade with each other. An SQL database will store products & users. Utilizes: IoC and SoC.

Inventory Client & Admin Services Console App, Java

Designed and Created a multithreaded console app that supports polymorphism and websockets. The app allows for a client connection to an inventory store in which the client can view, sort, and purchase items. These items are different types. An admin can connect and update the inventory via a json string or view the inventory returned as json. The admin and client connections can be run asynchronously.

Minesweeper Full-Stack Webapp, C#, ASP.NET, JavaScript

Created and Deployed (as a collaboratory team of 4) a full-stack minesweeper webapp to Azure. Features include: registration, logging in, a playable minesweeper game, saving of progress in game, and the playing of saved games. An SQL database is implemented to store users and saved games. Utilizes: SoC

🏢 PROFESSIONAL EXPERIENCE

Hoffenmer Inc., Transportation Consultant and Ass. to Consortium Department Administrator [🔗](#)

Sep 2019 – PRESENT | Barrington, IL

Worked in the client-service department as a Transportation Consultant. I helped clients achieve compliance within the FMCSA's requirements by assisting in filing the necessary paperwork and registering in FMCSA-mandated programs.

INTERESTS

Java | Python | Artificial Intelligence
Spring | Django | Automation

LANGUAGES

English

Native

Polish

Professional Working Proficiency

Moved to a different department; Worked as assistant to the Consortium Department Director. This included but was not limited to: scheduling drug tests for clients, recording drug test results, and storing confidential client information.

ORGANIZATIONS

Harvest Bible Chapel, Childrens Ministry Volunteer

2016 – 2019 | Rolling Meadows, IL

Served almost every Sunday as a volunteer in Children's Ministry. This included watching children, leading them, and coordinating events. Children were ages 6-11 yrs.