
Artur Niemiec

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Education

AGH University of Cracow

B.Sc in Computer Science in Engineering;

Relevant Coursework: Embedded systems, Algorithms and data structures, Operating Systems and Administration

Cracow, PL

February 2027 (expected)

Technical Skills & Projects

Programming: C, C++, C#, SQL, JavaScript (ES6+), TypeScript, Assembly, Python, Bash

Frontend: React, Next.js, Tailwind CSS, HTML/CSS

Backend: ASP.NET, Node.js

DevOps & Cloud: Git, CI/CD (GitHub Actions, Tekton), Docker, Vercel, Firebase

ANIEngine

Implemented a node-based visual programming language for a Unity-like game engine created using C# in Unity itself. Users can create their own behaviors, physics, and objects. DevLog from this project managed to get over 50k views on YouTube.

[Link](#)

GravAssist

Designed and developed a mobile game written in C# and Unity, that utilizes the laws of Newtonian physics to create complex puzzles. The app was downloaded over 100 times on Google Play Store.

[Link](#)

Portal Chess

A fresh take on the timeless strategy. Players compete on a 4x8 grid with additional rules. The game automatically validates moves and checks for ties and checkmates. Written using React Native and JavaScript.

[Link](#)

Relevant Experience

CODING GIGANTS

Programming Trainer

Taught classes of 12 students to program in C#, Unity, JavaScript, and object-oriented concepts. Maintained weekly office hours and problem-solving sessions. Graded problem sets and exams

Cracow, PL

July 2024 - Current

SIEMENS

CNC Machine Operator

Operated and maintained CNC machines. Conducted routine inspections and quality control checks using ZEISS measuring equipment, verifying that parts matched blueprint specifications. Consistently produced over 100 parts per day, surpassing the average of 80 parts.

Bad Neustadt a.d.S, DE

June 2023 - September 2023

Languages

Polish: Native | **English:** B2 | **German:** Elementary