

Marcin Grajko

Software Engineer

 marcin.grajko.1997@gmail.com

 +48 512824103

 <https://www.linkedin.com/in/marcin-grajko>



Aspiring software engineer. I am mainly interested in frontend, gamedev, but also the emerging web3 industry. I want to participate in the current industrial revolution as a creator, not just an observer. Thrown into the deep end, I acquire knowledge and use it to achieve my goal. I am creative and able to anticipate opportunities and threats. I break down the objects of my interests into their fundamental components, which is why I work on exciting things.

Work History

2021-08 - present

Production Engineer, Technologist

Supon Sp. z o. o., Białystok

- Developing auxiliary tools for the production department,
- Preparing technological documentation for products, aids, and tools,
- Designing and testing prototype products for the fire protection industry,
- Searching for and testing new technological solutions within the co-existing Research and Development department.

2020-12 - 2021-05

Quality Assurance Engineer

Masterpress S.A., Białystok

- Cooperation with external auditors,
- Participation in preparing appropriate documentation from audit activities,
- Conducting checks on the implementation of recommendations and suggestions from audits,
- Participation in the process of providing substantive support to the company's employees and in conducting internal training,
- Cooperation in carrying out audit activities in the company and its contractors, Maintaining a complaints register.

2021-04 - 2022-11

Copywriter, SEO

Fundacja BOS, Białystok

- Managing the company's WordPress domain,
- Posting content on the website,
- Aggregating industry content from other portals and writing original texts.

Education

2016-10 - 2020-02

Management and Production Engineering, Engineer

Białystok University of Technology, Białystok

2023-10 - present

Information Systems and Databases, Postgraduate studies

Polish-Japanese Academy of Information Technology, Warszawa

Skills

Knowledge of Python

Interest in the IT industry and technology

Knowledge in production optimization

Openness to development and eagerness to learn new technologies

Proficiency in software: SolidWorks, AutoDesk Inventor, AutoCad, Blender, MS Office, WordPres

Process-oriented approach to problem-solving, familiarity with Lean Management, using various tools related to the above terms

Broad knowledge of Blockchain

Software

AI Language Models	★★★★★
MS Office	★★★★★
Blender	★★★★★
OpenSea	★★★★★
HTML	★★★★★
Python	★★★★★
SQL	★★★★★
WordPress	★★★★★
Java	★★★★★
Javascript	★★★★★

Languages

Polish - C2

English - C1

German - A1

Spanish - A1

Hobby/Interest

- 3D modeling not limited to CAD,
- Programming (Python, JavaScript - Bots for forums, game modifications),
- Broadly understood finances - Stock market, Blockchain, Trading, Analysis,
- Video games (where several of the above interests began).

Courses

2020-01	Lean Management Certificate
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