

CONTACT

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Address:

Aleja Wojska Polskiego 54,

SOFT SKILLS

- Teamwork
- Time Management
- Leadership
- Effective Communication
- Critical Thinking

TECH SKILLS

- Figma
- SketchUp (Basic)
- HTML (Basic)
- · Python (Foundation)
- Github (introduction)

LANGUAGES

- English (Native)
- Polish (Fluent)

PATRICK STRZELCZYK

COMPUTER SCIENCE STUDENT



PROFILE

Third-year Computer Science student at Vizja University with a strong interest in front end development and user-centered design. Proficient in Figma and familiar with HTML and Python, with a growing foundation in algorithms and data structures. Known for being a fast learner and effective collaborator in team based environments. Currently seeking an internship to apply technical skills, gain practical experience, and contribute to real world software projects.



EDUCATION

Bachelor of Computer Science 2023 - 2027

School of Science | Vizja University

2019 - 2023 **Sokrates International High School**

High School Diploma



PROJECTS

School System Resdesign

APRIL 2025 - JUNE 2025

Redesigned the UI of a school management system to improve accessibility, usability, and visual clarity. Conducted UX research and developed a responsive, component-based design system in Figma.

Technologies Used: Figma, UI/UX Design Principles, Accessibility Guidelines

Mobile App Prototype Project MARCH 2025 - APRIL 2025

Led a 5-person team as Project Manager to design a mobile app prototype using Figma. Oversaw user research, wireframes, and mood boards, and coordinated development of an interactive, usercentered prototype focusing on clarity and intuitive navigation.

Technologies Used: Figma, UX Research, UI Design Principles



ACHIEVEMENTS

Awarded a top grade (6) for outstanding performance on a mobile app project, earning early course completion based on project excellence.

Developed user-focused design prototypes in Figma, combining independent research with iterative feedback to improve usability.

Self-taught Figma and core UI/UX principles to support coursework and build interactive, user-centered prototypes.



