

## Contact

+48 505 273 695

patrykflama@gmail.com

## Links

GitHub PatrykFlama

LinkedIn patryk-flama

Portfolio patrykflama.com

## Skills

- Data structures and algorithms
- Object oriented programming
- Functional programming
- C, C++
- C#, .NET, ASP.NET
- Python
- JavaScript, TypeScript
- express.js
- React, Vite
- Java
- SQL
- Racket

## Languages

- 🇵🇱 Polish (native)
- 🇬🇧 English (C1)
- 🇪🇸 Spanish (A2)

## Internship availability

- 🕒 July 2026 – September 2026

# Patryk Flama

Passionate about algorithms and data structures, driven by a love for continuous learning. Currently a 3rd-year Computer Science student at the University of Wrocław, aspiring software developer eager to tackle new challenges.

## Education

### Bachelor of Engineering

Wrocław Institute of Computer Science and Mathematics

Oct 2022 – 2024 Joint Studies in Computer Science and Mathematics

Oct 2022 – Present (expected graduation 2026 February) Computer Science

### High School Diploma

XIV High School in Wrocław, majoring in Math, Physics and IT 2019–2022

## Experience

### Tutor at CS Olympiad training camp

2025 Podgórzyn, organized for XIV High School in Wrocław

### Devops at Ezmatma Kacper Skwarek

My responsibility was to create and set up server for hosting multiple business applications, code repository with CI/CD and company product application

### Hackology AI hackathon

2024 Lublin (<https://www.hackology.pl>)

### ZOSIA Conference

2023 winter camp in Przesieka, 2024 winter camp in Szklarska Poręba

### Young Researcher Scholarship

University of Wrocław, 2022

### Training for Computer Science Olympiad

LO XIV, January 2020 - May 2022

## Projects

### Human keypoints detection May 2025 - June 2025

Computer Vision neural networks project. Made with 4-person team

Technologies: JupyterNotebook · Pytorch · WanDB

Github repository ([github.com/PatrykFlama/KeypointsDetection](https://github.com/PatrykFlama/KeypointsDetection))

### Game Classifier December 2024 - January 2025

Machine learning project aimed for experimenting with models: multilabel classification of games tags based on their text description, made with 3-person team

Technologies: JupyterNotebook · Scikit learn · Pandas · Numpy · Matplotlib

Github repository ([github.com/PatrykFlama/GameClassifier](https://github.com/PatrykFlama/GameClassifier))

### Portfolio Developed since March 2024

My portfolio website.

Technologies: TypeScript · React · Vite HTML · CSS · Sass · Material UI · Docker

Github repository ([github.com/PatrykFlama/Portfolio](https://github.com/PatrykFlama/Portfolio)) | Demo ([www.patrykflama.com](http://www.patrykflama.com))

### Fajrantinator.pl December 2023 – January 2024

Simple online shop, ready to compile and run with Docker. Developed in 3-person team.

Technologies: JavaScript · nodeJS · Express.js · Docker

Github repository ([github.com/PatrykFlama/FajrantInator.pl](https://github.com/PatrykFlama/FajrantInator.pl)) | Demo ([fajrantinator.patrykflama.com](http://fajrantinator.patrykflama.com))

### Library system May 2023 – July 2023

Program for managing university library, with full documentation made in Doxygen.

Technologies: Java · Swing · AWT · Doxygen · Graphviz

Github repository ([github.com/PatrykFlama/LibrarySystem](https://github.com/PatrykFlama/LibrarySystem))

### Ultimate TicTacToe December 2022 – February 2023

Ultimate TicTacToe game made with ncurses in terminal.

Technologies: C · ncurses

Github repository ([github.com/PatrykFlama/UltimateTicTacToe](https://github.com/PatrykFlama/UltimateTicTacToe))

### Tetris competitive edition December 2022 – February 2023

Tetris game developed in the terminal as part of a 7-person team, aimed to meet enterprise-level quality and standards.

Technologies: CPP · CMake

Github repository ([github.com/PatrykFlama/Tetris-competitive-edition](https://github.com/PatrykFlama/Tetris-competitive-edition))