

Contact



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Links



GitHub PatrykFlama



LinkedIn patryk-flama



Portfolio patrykflama.com

Skills



Data structures and algorithms



Object oriented programming



Functional programming



C, C++



C#



JavaScript, TypeScript



express.js



React, Vite



SQL



Python



Racket

Languages



Polish (native)



English (C1)



Spanish (A2)

Internship availability



June 2025 – September 2025

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 completion 2026 February) Computer Science

High School Diploma

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

Experience

ZOSIA Conference

2023 winter camp in Przesieka

2024 winter camp in Szklarska Poręba

Practical aspects of software engineering course (NOKIA)

University of Wrocław, February 2023 - June 2023

Training for Computer Science Olympiad

LO XIV, January 2020 - May 2022

Projects

Library system

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

Technologies: Java · Swing · AWT · Doxygen · Graphviz

Github repository (github.com/PatrykFlama/LibrarySystem)

Fajrantinator.pl

Express.js based simple online shop, ready to compile and run with Docker. Project developed in 3-person team.

Technologies: JavaScript · nodeJS · Express.js · Docker

Github repository (github.com/PatrykFlama/Fajrantinator.pl) | Demo (fajrantinator.patrykflama.com)

Portfolio

My portfolio website.

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

Github repository (github.com/PatrykFlama/Portfolio) | Demo (www.patrykflama.com)

Ultimate TicTacToe

Ultimate TicTacToe game made with ncurses in terminal.

Technologies: C · ncurses

Github repository (github.com/PatrykFlama/UltimateTicTacToe)

Tetris competitive edition

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)

React course projects

Small projects i did during react course i took during 3rd term at University of Wrocław.

Technologies: TypeScript · React · Vite HTML · CSS · Sass · Material UI · Emotion · Tailwind

Github repository (github.com/PatrykFlama/UWr/tree/main/Sem4/React)

Hobbies

– tinkering, home automation

– sailing, snowboarding, mountain biking

– chantey and improvisation on guitar