

Contact

+48 505 273 695
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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
- Java
- SQL
- Python
- Racket

Languages

- Polish (native)
- English (C1)
- Spanish (A2)

Internship availability

July 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 graduation 2026 February) Computer Science

High School Diploma

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

Experience

Hackology AI hackathon

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

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

Young Researcher Scholarship

University of Wrocław, 2022

Training for Computer Science Olympiad

LO XIV, January 2020 - May 2022

Projects

Portfolio Developed since March 2024

My portfolio website.
Technologies: TypeScript · React · Vite HTML · CSS · Sass · Material UI · Docker
Github repository (github.com/PatrykFlama/Portfolio) | Demo (www.patrykflama.com)

React course projects February 2024 – May 2024

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)

Fajrantinator.pl December 2023 – January 2024

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)

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)

Ultimate TicTacToe December 2022 – February 2023

Ultimate TicTacToe game made with ncurses in terminal.
Technologies: C · ncurses
Github repository (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)

Hobbies

- tinkering, home automation
- sailing, snowboarding, mountain biking
- chantey and improvisation on guitar