

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#, .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 Olympliad training camp

2025 Podgórzyn, organized by XIV High School in Wrocław

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

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)

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)

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