PIOTR ŚLIPERSKI

COMPUTER SCIENCE STUDENT -AGH UST

MAIN GOALS

-Exploring new software engineering technologies, especially back-end and microservices.
-Start working as software developer

TECHNOLOGIES/PROGRAMMING LANGUAGES

- Java
- JavaScript
- Typescript
- Git
- C#
- Docker
- Kubernetes
- React
- PHP
- HTML/CSS
- Nginx
- Prometheus
- Grafana
- Kafka, RabbitMQ
- Skaffold (k8s)

CONTACT ME

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LANGUAGES I SPEAK

-polish (natively)
-english
-spanish (basics)

EXPERIENCE

CAPITAL OF EXPERIMENT GNIEZNO - 2022 - CURRENT
-System for modern education centre in Gniezno. It contains event scheduling, payment system, 'kiosk' displays management and many more.   https://stolicaexperymentu.pl

PROJECTS FOR CITY HALL GNIEZNO - 2021/22

-PSZOK recycling centre - https://pszok.gniezno.eu/
-Archive gniezno - project for managing internal documents.

KOOS -WASTE SORTING SUPERVIESOR- 2021

-Advanced system for supervising thrown out waste. It consists of physical bin with cameras and dedicated desktop application

BIZPLANET - LOYALTY APP - 2020

-Loyalty application with calendar and rewards for most loyal clients. It was distributed as TWA (PWA).

CODELIMES - 2019/20

-Social page created for programmers, so they can share algorithms and data structures. One of my first project created with MERN stack.

GAME - EKOPRZYGODA - 2019/20

- Game created for competition Turniej Trójgamiczny, in which it was top 3. in country ant top 1 in Poznań district (7 voivodeships)
- 9 people worked on this project, i was C# developer working in Unity

MY PORTFOLIO

EDUCATION

AGH UST CRACOW

- Second year student of Computer Science

I HIGH SCHOOL IN GNIEZNO