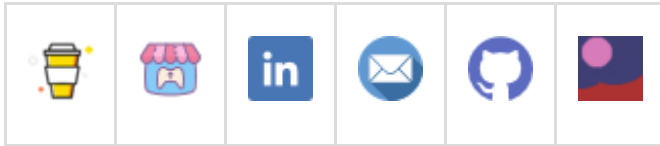


Grzegorz Kmita



Personal Profile

- Highly motivated, Computer Science student with superb communication skills, looking for a software engineering role. Eager to learn from experienced engineers. A self-starter with an ambition to strengthen programming skills and take part in building applications.

Education

- Finished Python, Access, Excel course on <https://encodeme-maturalnie.pl> May 2022
- West Pomeranian University of Technology Poland
- BEng in Computer Science Oct 2022 - Present

Skills



Python 3- main programming language:

Published games:

- 2 player "Pong" game using turtle library
- <https://jirafey.itch.io/pong>
- <https://github.com/Jirafey/pong>
- TRIJAM #156 SUBMISSION:
- Single player 2D platformer "Teacup Adventure"
- <https://jirafey.itch.io/Teacup-Adventure>
- <https://github.com/Jirafey/Teacup-Adventure>
- GEOJAM 2022 SUBMISSION:
- Single player 2D space shooter "SquareMadness"
- <https://jirafey.itch.io/Square-Madness>
- <https://github.com/Jirafey/Square-Madness>

Decent experience:

- C
- C++
- <https://github.com/Jirafey/Computer-Science>

Basic experience:

- HTML
- CSS
- Javascript
- <https://grzegorzkmita.com>