

Charter for the verification of the achievement of learning outcomes

Professional practice

Name and surname of student: **Sebastian Dreszer**

Faculty and speciality: **Computer Science, DESIGN AND EXPLOATATION OF IT SYSTEMS**

Academic year: **2023/2024**

Study profile: **Practical**

Feedback from the Company Training Supervisor on the completed practice:

Trainee demonstrated reliability and engagement during work on VR Therapy desktop application. He easily learns new programmer's tools, which was for Trainee Gitlab. Straight start a job, in result a visible effects our not long wait. During practice he actively co-working with the team. Student demonstrate knowledge both C# language and rest of techniques used in project such as WPF or Entity Framework.

If encountered difficulty, look for a problem source and solve him. Summary, marked grade for Trainee is very good, because carefully and on time realise all commands, which allow to retrieved very good results.

Directional learning outcomes achieved during practice (please indicate the percentage of achievement of each learning outcome):

Learning outcomes, knowledge:	% achievement of learning outcome
Knows and understand issues related with administrating of IT systems in company and designing integrated IT systems.	100
Knows and understand enterprise management system, including using technologies and IT infrastructure.	100
Learning outcomes, skills:	
Can perform document and information flow analyse in enterprise in terms of design IT systems.	100
Can managing IT systems in company and planning his further developing.	100
Learning outcomes, social competences:	
Can critically analyse existed or proposed solutions in the field of design and exploitation IT systems to realise business projects.	100
Responsible manage company's IT infrastructure.	100
Arithmetical average:	100.00

Final grade from practice corresponds to the following indicators getting in learning outcomes evaluation:

- grade very good [5 in Polish system; A in ECTS]: 91% - 100%
- grade good plus [4+, B]: 81% - 90%
- grade good [4; C]: 71% - 80%
- grade sufficient plus [3+, D]: 61% - 70%
- grade sufficient [3; E]: 50% - 60%
- grade nonsufficient [2; F]: below 50%

FINAL GRADE: **5**

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Supervisor)

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Professional practice

Name and surname of student: **Sebastian Dreszer**

Faculty and speciality: **Computer Science, DESIGN AND EXPLOATATION OF IT SYSTEMS**

Academic year: **2022/2023**

Study profile: **Practical**

Feedback from the Company Training Supervisor on the completed practice:

I am very satisfied with Mr. Sebastian Dreszer's job. Trainee proved to be an extremely valuable programmer. His front-end programming skills are impressive, and his ability to design reusable components is visible in many of our projects. He creates high quality code and always takes care of readability and effectiveness.

Moreover, Mr. Sebastian demonstrated excellent ability to quickly learn new technologies and tools, which allowed him to adapt to variable projects requirements. Was also active in process of problems solving and show initiative to go to perfection.

Is worth emphasising, that Mr. Sebastian show not only programmers skills but also ability to solve problems. He can effective defeat difficulties encountered in implementation time and demonstrate not only perfect technical skills as Frontend Developer, but also strong ability to alone act and get initiative, what is very valuable during the project's work.

Despite the fact, that was practices Mr. Sebastian treated him with full engagement and admirable professionalism and his contribution to the project was significant. I am confident, that he has the potential to further develop as frontend developer and he will be valuable part of every coder's team.

In this place, I would like to thank Mr. Sebastian for his work and time spent during practice. I wish him further successes in his professional career and I have hope, that we have occasion to co-work in the future.

Directional learning outcomes achieved during practice (please indicate the percentage of achievement of each learning outcome):

Learning outcomes, knowledge:	% achievement of learning outcome
Knows and understand issues allow software creating and him analyse and develop.	100
Knows and understand issues related with labour market and knows relation between employer's requirements and knowledge gains during classes.	100
Learning outcomes, skills:	
Can apply theoretical knowledge in practice and properly select and use IT tools to realise defined goals in individual and group work.	100
Can manage IT infrastructure, designing and implementing applications and IT systems, analyse and testing this systems, and planning further direction of develop.	100

Can work in group, especially manage small team.	100
Learning outcomes, social competences:	
Recognises the need of acquisition new knowledge, skills and experiences to increase professional competition.	100
Keeps to deadlines, cares about high quality of work effects, respecting the rules of law and rules of profession ethics.	100
Arithmetical average:	100.00

Final grade from practice corresponds to the following indicators getting in learning outcomes evaluation:

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Charter for the verification of the achievement of learning outcomes

Professional practice

Name and surname of student: **Sebastian Dreszer**

Faculty and speciality: **Computer Science, aa**

Academic year: **2021/2022**

Study profile: **Practical**

Feedback from the Company Training Supervisor on the completed practice:

During practice Mr. Sebastian Dreszer dealt with tasks related to the design and implementation of the elastic data structure in an IT system. Student alone do an assigned task. Characterised by a willingness to take on demanding challenges, at the same time he carried out the tasks undertaken to the end. Mr. Sebastian properly prioritises outsourced jobs and does his with surprising care of properly code structure, minimal number of code lines and cleanliness. As part of the internship alone design the whole component, including the structure of project's folder, dependencies between components and object life cycle. As a result of performed tasks, student as part of practice created unified component with functionality so comprehensive it is hard to find anywhere else in public components of elastic data structure in the VUE system.

During practice Mr. Pan Sebastian demonstrated high engagement, reliability and responsibility in doing jobs. Of particular note is his independent and comprehensive approach to realised tasks, which resulted in a high quality of work organisation. Internships confirm also Mr. Sebastian's very good knowledge of programming principles with the use of modern programmer's techniques and checked design patterns.

Throughout the practice period student fluently use all tools needed to do tasks, including tools to database management systems, developer environments, and tools optymalise coder work.

Mr. Sebastian's jobs proved that on the current stage of his education can perform comprehensive tasks side by side with more experienced programmers.

Directional learning outcomes achieved during practice (please indicate the percentage of achievement of each learning outcome):

Learning outcomes, knowledge:	% achievement of learning outcome
Has knowledge of organising and managing time and building a schedule for individual and team work. Gains and deepens speciality domain knowledge related to the company's activity. Student has knowledge, in advanced degree, allows software development and network administration and IT systems. Student is oriented in need of labour market. Student knows relation between employer's requirements and knowledge gains during classes.	100
Learning outcomes, skills:	
Can plan work time, set task's priorities and realise his timely. Student can use theoretical and practical knowledge and IT tools to solve tasks.	100

Can take care about his professional image. On base knowledge, hobbies and expertise of the labour market can identify directions for further knowledge filling and sourcing next skills and profession experiences. Can establish and keep professional contacts.	100
Can practically use knowledge and skills related to realised speciality. Can practically use security rules and work ergonomically.	100
Can management IT infrastructure. Can design and implement applications and IT systems.	100
Learning outcomes, social competences:	
Is ready to fulfilling the professional role of IT specialist in a responsible manner, including respecting principles of profession ethics and requiring this from others and maintaining achievements and traditions of IT specialist.	100
Critically evaluate own acts and acts of teams who manage and organisation where they participate. Can perform self-evaluate own competition and improvement its professional qualifications.	100
Is ready to think and act entrepreneurially.	100
Arithmetical average:	100.00

Final grade from practice corresponds to the following indicators getting in learning outcomes evaluation:

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- grade good plus [4+, B]: 81% - 90%
- grade good [4; C]: 71% - 80%
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Professional practice

Name and surname of student: **Sebastian Dreszer**

Faculty and speciality: **Computer Science, -**

Academic year: **2021/2022**

Study profile: **Practical**

Feedback from the Company Training Supervisor on the completed practice:

Mr. Sebastian Dreszer came to us with excellent knowledge of programming principles. From the beginning, he demonstrated a high degree of autonomy in realised tasks, without additional assistance, he can use database systems and programmer's tools. In the main project, show knowledge of new programming's techniques that resulted in better code optimization. Additionally, very effective unique created code, builds universal components for multiple uses. Student approaching a task, do him complexive, alone find the best components, showing license knowledge and skill of reading technical documentation. Every tasks, independently from difficulty level, do to end, reserve time for later code refactoring. During jobs, quickly learn using design patterns and often using his in created components. Mister Sebastian has many times shown initiative, whose result is enhancement of application functionality, prioritising usability of creating solution.

Summarise, Mr. Sebastian conscientiously does responsibilities, using a wide range of skills. In my opinion, he would be very good in Junior Developer position.

Directional learning outcomes achieved during practice (please indicate the percentage of achievement of each learning outcome):

Learning outcomes, knowledge:	% achievement of learning outcome
Gains speciality domain knowledge related to the company's activity.	100
Student knows systems and IT tools used in company.	100
Student has knowledge that allows software development and network administration and IT systems.	100
Student is oriented in need of labour market. Student knows relation between employer's requirements and knowledge gains during classes.	100
Learning outcomes, skills:	
Student can use theoretical and practical knowledge and IT tools to solve relatively simple tasks.	100
On base knowledge, hobbies and expertise of labour market can identify directions for further knowledge filling and sourcing next skills and professional experiences.	100
Can management IT infrastructure. Can design and implement applications and IT systems.	100

Learning outcomes, social competences:	
Is ready to fulfil the professional role of IT specialist in a responsible manner, including respecting principles of profession ethics and requiring this from others and maintaining achievements and traditions of IT specialist.	100
Is ready to fulfil of social obligations by co-organising activities on social environment and initialising activities in the public interest by providing information and opinions about IT achievements and other aspects of the activities of an IT engineer; student try to present this information and opinions in a understandable way.	100
Is ready to think and act entrepreneurially.	100
Arithmetical average:	100.00

Final grade from practice corresponds to the following indicators getting in learning outcomes evaluation:

- grade very good [5 in Polish system; A in ECTS]: 91% - 100%
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Charter for the verification of the achievement of learning outcomes

Professional practice

Name and surname of student: **Sebastian Dreszer**

Faculty and speciality: **Computer Science, none**

Academic year: **2020/2021**

Study profile: **Practical**

Feedback from the Company Training Supervisor on the completed practice:

Mr Sebastian Dreszer has good demonstrated in tasks assigned by supervisor. Fast acquired needed knowledge. Owing to practice may use his knowledge. In general mark very good at doing all tasks. If he meets a serious problem, he needs more time to complete or find a solution.

Directional learning outcomes achieved during practice (please indicate the percentage of achievement of each learning outcome):

Learning outcomes, knowledge:	% achievement of learning outcome
Gains speciality domain knowledge related to the company's activity.	100
Student knows systems and IT tools used in company.	99
Student has knowledge that allows software development and network administration, and IT systems.	99
Student is oriented in need of labour market. Student knows relation between employer's requirements and knowledge gains during classes.	95
Learning outcomes, skills:	
Student can use theoretical and practical knowledge and IT tools to solve relatively simple tasks.	100
On base knowledge, hobbies and expertise of labour market can identify directions for further knowledge filling and sourcing next skills and professional experiences.	95
Can management IT infrastructure. Can design and implement applications and IT systems.	95
Learning outcomes, social competences:	
Is ready to fulfil of social obligations by co-organising activities on social environment and initialising activities in the public interest by providing information and opinions about IT achievements and other aspects of the activities of an IT engineer; student try to present this information and opinions in an understandable way.	100
Arithmetical average:	97.88

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