

PROFILE

I am a passionate and goal-oriented computer science student at PJAIT (second year) with 3+ years of non-commercial experience in programming and developing video games (mostly).

MOST NOTABLE PROJECTS

Gaming Lobbies Bot ☑

Discord bot written in Java, made to facilitate the process of creating temporary gaming lobbies on Discord servers
07/2022 – 11/2022

Pepper.pl Unofficial API Service

Simple API service & scraper for pepper.pl website. 09/2022

Fear the Repo

Game created as a part of game-jam (Ludum Dare 50) 04/2022

Chao Perpetuum 🗷

Brackeys Game Jam 2021.2 Submission 08/2021

Son of a Gun 🛮

GMTK 2021 Game Jam Submission 06/2021

Dead Ringer 🗷

A game created as part of a term project at the Warsaw Video Games Creation High School 09/2020 – 02/2021

EDUCATION

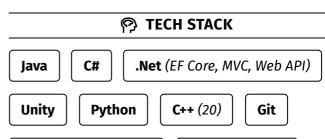
Engineering degree in Computer Science

Polish-Japanese Academy of Information Technology ☑

10/2021 – present | Warsaw, Poland

Graduate

Warsaw Video Games Creation High School ≥ 09/2018 – 05/2021 | Warsaw, Poland



Oracle SQL + PL/SQL MS SQL + T-SQL

Networking (Java, C#)

Web Scrapping (Python, Java, C#)

Software Development (Java, Python, C#)

JavaScript + TypeScript

LANGUAGES

Polish (Native Language)

English (B2+)