

Work Experience

Back-end Developer Intern

Indoorway

07/2018 – 10/2018

Warsaw, Poland

- Developed *REST* and *GraphQL* APIs with *Ruby on Rails*, *Postgres/PostGIS*.
- Developed office traffic simulations for business visualizations.
- Used Agile methodology with weekly sprints, and TDD methodology.

Full Stack Developer

Kalkulator Maturalny

01/2018 – 12/2018

Remote, Self-employed

- Highly impactful - helping *thousands* of high school student pass their oral exams *each year*.
- Built the website from scratch in a team of 2, to supersede and compliment existing Facebook communities.
- Solved problems such as *moderation* and *traffic-stealing bots*.
- Full stack development with *PHP*, *JavaScript*, *HTML5*.

Languages, Technologies, and Tools

- Languages: Python (Django, Pandas), JavaScript (basics of React), C#, C/C++, HTML5/CSS.
- Technologies: Git, Linux, Docker, MySQL, Postgres, Bash, Jupyter.
- Other: Data structures and algorithms, design patterns.

Projects

- **Multi-agent system** for developing and testing negotiation models in an Industry 4.0 setting. Multi-threaded, with *QT5* front-end and *Sphinx* documentation. ([GitHub](#))
- **App for presenting VRP solutions** – *React* front-end, async workers with *WebSocket* communication. ([GitHub](#))
- **Data analysis of various stackexchange.com archives** – Processed gigabytes of real-world data. ([GitHub](#))
- **Simple 3D engine** – Supports textures, shaders, models, and materials. Uses *NumPy* and *Pyrr* for math. ([GitHub](#))

Education

- **B.Sc. Computer Science**, Warsaw University of Technology, MiNI faculty. **2017 – 2022 (Expected)**

Achievements

- **Audience Award**, *BialJam* game jam (3rd edition) at Białystok University of Technology.

Interests

- Machine learning, natural language processing, and digital signal processing.
- Contemporary, electronic, experimental, and jazz music. Music composition and production.