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| Warsaw, Poland [GitHub](https://github.com/sorebit) | Szymon Tomulewicz | (+48) 601 749 585 tomulewicz.s@gmail.com |

## 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](https://github.com/MateuszZ3/industry2))
* **App for presenting VRP solutions** – *React* front-end, async workers with *WebSocket* communication. ([GitHub](https://github.com/h2pvrp))
* **Data analysis of various stackexchange.com archives** – Processed gigabytes of real-world data. ([GitHub](https://github.com/Sorebit/pdrpy-pd-2))
* **Simple 3D engine** – Supports textures, shaders, models, and materials. Uses *NumPy* and *Pyrr* for math. ([GitHub](https://github.com/Sorebit/gk-final))

## 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.