

Tomasz Zielinski

www.tomasz-zielinski.com
contact@tomasz-zielinski.com
07519554924

Employment

Crewolf · Poznań, Poland · Web Developer Intern

May – August 2018

- Develop responsive single page apps and websites for clients.
- Improve speed and scalability, optimize for search engines.

Education

University of Southampton · Southampton, United Kingdom

August 2017 – Present

Bachelor of Science in Computer, expected in July 2020.

Relevant Coursework: Algorithmics, Data Management, Computer Systems, Foundations of Computer Science
Theory of Computing, Intelligent Systems, Distributed Systems and Networks

Poznań University of Technology · Poznań, Poland

August 2016 – May 2017

First year Bachelor of Science in Information Engineering, Faculty of Electrical Engineering.

Projects

Haskell Interpreter · Haskell, Yacc

March 2019

- Language and interpreter written in Haskell for processing custom stream data files.

WebGL GPU Particles · Typescript, GLSL

February 2019

- WebGL particle simulation driven by GLSL shaders.

Flappy-Pixie · Javascript, OpenGL ES 2.0

October 2018

- Flappy Bird clone with 3D parallax background. Completed for interview challenge in one week.

Endless-City · Javascript, WebGL

September 2018

- Interactive infinite city scene inspired by Little Workshop with custom glTF 2.0 loader.

Sushi-Go · Java, Swing

April 2018

- Multithreaded business software prototype with socket communication and able to save/load configuration files.

Fitmed · React, Redux, Node.js, MongoDB

July 2018

- Prototype platform for dieticians with API, authentication and input validation..

Technical Skills

Programming: Javascript, TypeScript, WebGL, HTML, CSS, Java, Haskell, Node.js, React, SQL, C++, Bash, Python

Software: Visual Studio Code, Photoshop, Lightroom, Git

Languages: English, Polish