


📍 Dublin 1, Ireland  
☎ +353 863 591 267  
✉ [kamil.michalski@ucdconnect.ie](mailto:kamil.michalski@ucdconnect.ie)

# Kamil Michalski

[/xamyrz](#)   
[/kamil-michalski](#) 

## Bio

I am a current 2<sup>nd</sup> Year student of Computer Science in University College Dublin. Huge interest in computer hardware and computer programming with languages ranging from Scheme to Python. Fluent in English and Polish.

## Education

|         |  |                                       |
|---------|--|---------------------------------------|
| 2018    | Bachelors in: <b>Computer Science</b>  | University College Dublin             |
| PRESENT | Key modules: Algorithmic Problem Solving, C Programming, Java Programming, Software Engineering, Digital Systems |                                       |
| 2017    | QQI Level 5: <b>Computer Systems and Networks</b>  | Dunboyne College                      |
| 2018    | All modules passed with a Distinction.   | <b>Certificate Grade:</b> Distinction |

## ★ Experience

|         |   |  |
|---------|---|--|
| 06.2019 | <b>PHP/JavaScript Web App</b>   | <a href="#">All Around Sound</a>         |
| 10.2019 | Developing an inventory management system web app in <b>PHP</b> , <b>JavaScript</b> and <b>MySQL</b> that allows the company to keep track of their equipment by creating an event on the web app and adding a list of equipment needed for that event, the user of the app then scans QR code that are on the equipment and adds it to the database of the event. When event is finished and gear is back at the warehouse, the user then scans the equipment again to add it back to the list of available equipment. |  |
| 03.2019 | <b>Board game in C</b>  | <a href="#">Igel Argern</a>              |
| 05.2019 | Developed a board game with college class mate in C. It's a simple board game for up to 6 playes. The game is played in terminal only. <a href="#">GitHub</a> .   |  |
| 06.2018 | <b>NodeJS Web App</b>   | <a href="#">YoutubePlayerSync</a>        |
| 06.2018 | Developed a simple NodeJS app with the use of SocketIO and Youtube API that allows users to watch youtube videos at the same time. <a href="#">GitHub</a> .   |  |
| 02.2013 | <b>Game server</b>  | <a href="#">XamJump Minecraft server</a> |
| 04.2014 | At the age of 16, I've built my first server with over 200 players, at that time I organized a group of programmers and designers. My job was managing the Unix server and fixing anything that went wrong in-game. I was also taking care of the finances of the server. The project was so good that a year later I got an offer to sell it to a different company.   |  |

## Competitions

|         |   |                         |
|---------|---|-------------------------|
| 11.2019 | <b>88<sup>th</sup></b> place at <a href="#">NWERC 2019 in Eindhoven</a> | Algorithms, C++, Python |
| 10.2019 | <b>3<sup>rd</sup></b> place in ireland at <a href="#">UKIEPC 2019</a>   | Algorithms, C++         |

## Skills

|                       |  |
|-----------------------|--|
| LANGUAGES             | Polish (native), English (advanced)                        |
| PROGRAMMING LANGUAGES | JavaScript), NodeJS, PHP, Java, C, C++, SQL(MySQL), Python |
| TOOLS                 | Git, Unix, <del>AT</del> EX, Spreadsheets                  |
| OTHER                 | Working well in group or alone, good communication skills  |

## Hobbies

|                |             |             |                     |       |
|----------------|-------------|-------------|---------------------|-------|
| Guitar playing | Motorcycles | Board games | Reverse engineering | Music |
| Festivals      | Traveling   |             |                     |       |