Kamil Michalski

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👤 Bio

I am a current 2nd 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 PRESENT	Bachelors in: **Computer Science** Key modules: Algorithmic Problem Solving, C Programming, Java Programming, Software Engineering, Digital Systems	University College Dublin
2017 2018	QQI Level 5: **Computer Systems and Networks** All modules passed with a Distinction.	Dunboyne College **Certificate Grade:** Distinction

★ Experience

10.2020 12.2020	**PacChasers game in Java** Fully Developed a 2D game with a working game server for online multiplayer using **Socket.IO**, The game is a 2 player game where one player plays the **Pacman** and the other the **Ghost**, the Goal for the Pacman is to either kill the ghost by eating a power ball, or collect all the food on the map. The Goal for the Ghost is to catch Pacman before it eats all the food, Ghost can also eat the power balls to gain temporary speed boost.	PacChases
09.2020 10.2020	**TaskBot for Discord in Python** Developed a Discord bot which allows the users to create tasks with due dates and assign them to specific Roles/users, the Bot sends a DM with the task to whoever it's assigned to, and the user can react on **check** if they done the task or an **X** if they haven't. The bot also sends a DM to the Users a week before the deadline as a reminded, and a day before the deadline. All Tasks are stored in a MongoDB.	TaskBot
08.2020 10.2020	**GirlScript Gaming Booster Mentor** Mentoring people around the world to code 2 basic games in **Java (processing)** and **JavaScript**, the games that I thought my mentees were Flappy Bird **processing** and Snake **(JS)**.	
06.2019 10.2019	**PHP/JavaScript Web App** Developing an inventory management system web app in **PHP, JavaScript** and **MySQL** that allows the company to keep track of their equipment by creating an event on the web app and adding a list of equiptment 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.	All Around Sound
03.2019 05.2019	**Board game in C** 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. GitHub.	Igel Argern
06.2018 06.2018	**NodeJS Web App** Developed a simple NodeJS app with the use of SocketIO and Youtube API that allows users to watch youtube videos at the same time. GitHub.	YoutubePlayerSync
02.2013 04.2014	**Game server** 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.	XamJump Minecraft server

🏆 Competitions

11.2019	**88th** place at NWERC 2019 in Eindhoven	Algorithms, C++, Python
10.2019	**3rd** place in ireland at UKIEPC 2019	Algorithms, C++

⚙️ Skills

LANGUAGES	Polish (native), English (advanced)
PROGRAMMING LANGUAGES	JavaScript), NodeJS, PHP, Java, C, C++, SQL(MySQL), Python
TOOLS	Git, Unix, LaTeX, Spreadsheets
OTHER	Working well in group or alone, good communication skills

🚲 Hobbies

Guitar playing	Motorcycles	Board games	Reverse engineering	Music
Festivals	Traveling			