

👤 Bio

I am a current 3rd Year student of Computer Science in University College Dublin. Huge interest in computer hardware and programming with languages ranging from Scheme to Python. Fluent in English and Polish.

⚙️ Skills

LANGUAGES	Polish (native), English (fluent)
PROGRAMMING LANGUAGES	JavaScript, NodeJS, PHP, Java, C, C++, SQL(MySQL), Python, Scheme, Scala3
TOOLS	Git, Unix, \LaTeX , Spreadsheets
OTHER	Working well in group or alone, good communication skills, Leadership skills

🎓 Education

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

★ Experience

05.2021	Part-time Internship at OpenLitterMap	OpenLitterMap
PRESENT	Translated the whole website to Polish, Fixed a lot of minor bugs, created Artisan scripts to migrate data from SQL to Redis and scripts to populate the database with dummy data for development purposes. OpenLitterMap is an open-source project developed with Laravel and ReactNative .	
05.2021	Part-time Internship at Measuresoft	Measuresoft
08.2021	Created software installers with the use of WIX that the end consumer can use to install Measuresoft's software, Implemented secure TLS connection between client and the server for the existing software using OpenSSL in C . Done research on how a C shared library can be executed through a web interface. Updated their projects to the newest version of Visual Studio after noticing that it wasn't possible to use newest version of openssl on them.	
08.2020	GirlScript Gaming Booster Mentor	
10.2020	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).	

📁 Projects

01.2021	PacChasers game in Java	PacChases
02.2021	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.	
09.2020	TaskBot for Discord in Python	TaskBot
10.2020	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.	
06.2019	PHP/JavaScript Web App	All Around Sound
10.2019	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 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	Board game in C	Igel Argern
05.2019	Developed a board game with college class mate in C. It's a simple board game for up to 6 plays. The game is played in terminal only.	

🏆 Competitions

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

🚴 Hobbies

Guitar playing Festivals	Motorcycles Traveling	Board games	Reverse engineering	Music
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