Kamil Michalski

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👤 Bio

Highly motivated and eager to learn Software Engineer. Open-source enthusiast, DIY solutionist, guitar player, mountain biker, and a motorcyclist at heart.

⚙ Skills

LANGUAGES	Polish (native), English (fluent)
PROGRAMMING LANGUAGES	Apex, JavaScript, NodeJS, PHP, Java, C, C++, SQL(MySQL), Python, Scheme, Scala3, Go
TOOLS	Git, Unix, Docker, Kubernetes, MongoDB, Hashicorp Vault, REST API
OTHER	Microsoldering, microcontrollers, reverse engineering

🎓 Education

2018 2023	Bachelors in: **Computer Science** Key modules: Algorithmic Problem Solving, C Programming, Java Programming, Software Engineering, Distributed 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

07.2023 04.2025	**Salesforce (IAM Security Software Engineer)** Designed, developed, and enhanced various automations in the Salesforce internal solution for Identity Management using **Apex, JavaScript, LWC, Aura** and **Rest API**, which decreased manual operations tasks for our team, thus enhancing our productivity.	Salesforce
03.2022 09.2022	**Internship at Salesforce (Security Software Engineer)** Designed, Developed, and deployed automation of API secret rotation in **Go** for various service providers to increase the security, decrease manual work and eliminate human error. Led the team behind this project and provided code reviews to eliminate future flaws and bad design practices.	Salesforce
05.2021 01.2022	**Part-time Internship at OpenLitterMap (Software Engineer)** 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**.	OpenLitterMap
05.2021 08.2021	**Part-time Internship at Measuresoft (Software Engineer)** 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.	Measuresoft
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)**.	

📑 Projects

03.2023	**DIY Security Camera using ESP32CAM** Developed a security camera system using cheap electronic components such as ESP32CAM and PIR sensor to privately send notifications and recordings to Discord or Signal when motion is detected. The project is written in **Python** and a modified version of ESP32CAM streaming web server to send out sockets to the Discord/Signal Bot when the PIR sensor detects motion, thus triggering the bot to send a private message of motion being detected and capturing 35 seconds of the cameras live feed and sending it. The bot contains three commands, **!start, !stop,** and **!last** to send the last 5 seconds captured.	SecurityBot
01.2017	**Unix on ARM** Journey began with Raspberry Pi 3 used as a simple home theater that later led to hosting local servers and thinkering of what else can be achieved with it for home use. Currently use **RPI3** as PiHole and **RPi4** for local password manager hosting with daily backup **CRON** jobs. When I learned Switch console has a capability of running Unix, I've took the console apart and began microsoldering weeks after only having it, it meant unlocking full potential of the device and allow for endless possibilities.	
06.2013	**ParkourLive (Minecraft)** Project which began in 2013 under the name XamJump was a Minecraft server dedicated to parkour that gathering roughly 300 concurrent players at peak times, at the time I was maintaing the Unix side of the project. The plugin was maintained by two developers until the project was no longer profitable in early 2014. In 2022 project was revived under the name ParkourLive where my initial code contribution began by updating the legacy code and adding new features.	Parkour

🏆 Competitions

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