

Piotr Rybiec

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ABOUT ME

I am an undergraduate student majoring in Computer Science at PJAiT. I developed my first project five years ago, and since then, I have dedicated my free time to creation of projects in the fields of cybersecurity, artificial intelligence and finance.

I excel in determination to refine my work and my ability to teach myself any relevant technology as I have been doing since the start of my adventure with programming.

Now, I am excited to bring my passion and skills into a professional environment where I can learn and grow as a software engineer and make meaningful contributions.



EXPERIENCE

Incoming SWE Intern

July 2025 – September 2025

Visa

Warsaw, Poland

- incoming

Co-founder

August 2022 – Present

QuasiPhi Project

Warsaw, Poland

- Co-founded and developed a machine learning startup that focuses on analysing time series data for patterns.
- Created efficient micro-service solution for fetching and storing time-series financial data from various exchanges in Go, PostgreSQL and TimescaleDB.
- Implemented proprietary algorithms that were a major distinguishing factor of the product, while experimenting on Transformer architecture.

Java Summer Intern

July 2024 – September 2024

eService Sp. z o.o.

Warsaw, Poland

- Developed internal data-intensive REST APIs and data pipelines utilizing Java 17, Hibernate, Spring Framework and it's derviatives.
- Designed and developed full-stack applications in Node.js, React.js and Tailwind CSS.
- Assesed and troubleshoot issues arising from the diversity of many different coding environments.

Full-stack Software Engineer

June 2023 – August 2023

Dopamine&Co

Warsaw, Poland

- Developed a MVP for a full-stack web application, focusing on addressing fundamental user needs and providing sufficient market validation.
- Optimized the application for scalability and applied State of The Art auth mechanisms.
- Implemented a REST API in Django and used React.js for the frontend.

PROJECTS

Go Chess Engine

January 2025

- Implemented a chess engine based on minimax alpha-beta pruning search algorithm.
- Created a frontend allowing user to play with the computer in a comfortable way.

Capture The Flag Tournaments

2021

- Participated as a solo player in team CTF tournaments achieving 16th overall place in Poland's Team Category.
- Documented the most demanding challenges with writeups for community to learn.
- Played as a member under an arm of Arizona State University Hacking Club.

RERE

September 2021 – May 2022

Bednarska Real Highschool

Warsaw, Poland

- Led the developement of a master-slave infrastructure for a distributed system of hardware radio stations communicating with a mother station.

- Programmed Arduino and Adafruit Feather hardware controllers communicating with a Raspberry Pi via radio-serial pipeline.
- Optimized the data flow for transparent and efficient communication for over 20 stations with plug-and-play architecture.
- Implemented a Python middleware for data processing and database communication.
- Created a online dashboard allowing for real-time monitoring of every station.

EDUCATION

Polish-Japanese Academy of Information Technology

Bachelor of Science in Computer Science

Warsaw, Poland

2024 – 2027

Bednarska Real High School

Computer Science Specialized Track, Mathematics and Physics Major

Warsaw, Poland

2020 – 2024

TECHNICAL SKILLS

Languages: Java, Python, Go, JavaScript, SQL, C, C++, Bash

Frameworks: Spring, Hibernate, Django, React.js, Node.js, PyTorch, TensorFlow, MLX, Tailwind CSS

Tools: Git, Linux, Docker, Maven, GCP, debuggers and decompilers

Libraries: NumPy, Pandas, Matplotlib, Seaborn