



INTRODUCTION

I am a curious person always looking for something new to learn and improve myself in the process, currently striving to become a .NET developer.

PERSONAL INFORMATION

Email: polaczakadrian@gmail.com
Portfolio: <https://adrianpolaczak.codes>
GitHub: <https://github.com/adrianpolaczak>

SOFT SKILLS

- Efficiency
- Ability to work in a team and independently
- Ability to work under pressure
- Fast learning
- Ambitions

INTERESTS

- Broadening the knowledge
- E-Sports
- Computer games

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ADRIAN POŁĄCZAK

EDUCATION

Zespół Szkół Zawodowych Nr 2 w Mrągowie

INFORMATION TECHNOLOGY

SEPTEMBER 2013 - JUNE 2017

E12, E13, E14 Certificates

ADDITIONAL TRAINING

Vocational education "Baszka" Mrągowo
"Creating a professional website"

MARCH 2014 - JUNE 2014

Vocational education "Baszka" Mrągowo
"Computer graphics"

NOVEMBER 2013 - FEBRUARY 2014

SKILLS

Languages: English - B2

Technology stack: C#, .NET 5, Entity Framework Core 5, HTML 5, CSS 3, xUnit, Bootstrap 4, MySQL, ASP.NET Core, MS SQL, Unity, SQLite, Git, Moq, AutoMapper, Linq, Fluent Validation

Tools: Visual Studio, Visual Studio Code, Sourcetree, GitHub Desktop, Postman

Programming principles: MVC, SOLID, IoC, Repository pattern, REST, Clean Architecture, DTO

PROJECTS

E-commerceApp - A webshop management application

Live: <https://ecommerce.adrianpolaczak.codes>

GitHub: <https://github.com/adrianpolaczak/E-commerceApp>

Blaze 2D Game - A top-down style 2D roguelike game.

Live: <https://thebaku.itch.io/blaze-2d-game>

GitHub: <https://github.com/dotNoobs/Blaze-2D-Game>

A few small projects made in Unity:

GitHub: <https://github.com/adrianpolaczak?tab=repositories>