# ADRIAN POŁĄCZAK

## 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

## 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 Archiutecture, 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