

ALBERT SZULC

Software developer focused on developing **clean, well-structured** and **extensible software**. Believing in the power of **collaboration**, I excel in team environments that leverage collective expertise. With a solid knowledge of **server-side** web development, I am enthusiastic about applying and advancing these skills in my future projects, while adhering to **modern standards** and **best practices**.



WORK EXPERIENCE

- **Software Developer** 05.2022 - 08.2024
Agency Bielefeld, Germany
 - Played a key role in deciding the architecture of a **full-stack** web application with a three-tier structure, resulting in an easily maintainable and extensible system.
 - Collaborated with stakeholders to gather requirements; initiated **structured documentation** of those decisions, ensuring clear communication and better teamwork.
 - Developed **50+ REST** endpoints in **Go** using controller-service-repository pattern, ensuring easily modifiable and maintainable code.
 - Created **unit** and **integration tests** concurrently with production code for backend services, achieving **80%+ test coverage** and significantly improving system reliability.
 - Designed (**ERP Diagram**) and implemented a relational database with **30+ tables - PostgreSQL**
 - Reduced code duplication by creating a separate **Go module** for code used by all projects in the company.
 - Prepared **Docker** containers for development, test and production environments, creating a unified setup across all developers and reducing environment configuration issues.
 - Managed **Git** repositories and served as the go-to person for resolving complex merge conflicts, ensuring smooth collaboration.
 - Introduced stacked diffs, allowing developers to work on changes independently of PR merges into the main branch, resulting in **faster development cycles**.
 - Suggested and implemented **CI pipeline** to automate execution of tests before merging, resulting in significantly fewer bugs in the production code - **Github Actions**
 - Implemented API plugin to standardize and simplify HTTP requests to the backend - **TypeScript, Vue.js**
 - Set up **database migration** tool - Liquibase
- **Programming Intern** 08.2021 - 09.2021
Capgemini Poznań, Poland
 - Enhanced **Git** proficiency by working on a large scale project.
 - Completed minor tasks in an agile team under experienced developers' supervision.



EDUCATION

- **M.Sc. in Software Design & Engineering** 09.2024 - Present
FH Campus Wien
 - Program Focus:** Gaining comprehensive expertise in all critical stages of the data development process, from project planning to maintenance.
 - Most relevant courses (taken up to now):** Advanced Software Development, Software Architectures, Cloud Computing, Requirements Engineering
- **B.Eng. in Computer Science** 10.2018 - 02.2022
Poznań University of Technology
 - Bachelor Thesis:** Developed a front-end web application using React that allows users to track the real-time position of their vehicles on an interactive map.
 - Most relevant courses:** Algorithms and Data Structures, Operating Systems, Object Oriented Programming, Database Systems, Computer Networks, Software Engineering, Advanced Internet Applications, Cloud Computing, Cryptography.

CONTACT INFO

[in linkedin.com/in/a-szulc](https://www.linkedin.com/in/a-szulc)
szulcalbert@gmail.com

SKILLS

BACKEND:

• Go • Java • Spring

DATABASE:

• SQL • Relational Databases
• Data Modeling • PostgreSQL

OPERATING SYSTEMS:

• Linux

CONTAINERIZATION:

• Docker • Kubernetes

TESTING:

• Unit • Integration

MISCELLANEOUS:

• Git • REST

FRONTEND:

• HTML • CSS • JavaScript
• TypeScript • Vue.js
• Bootstrap

LANGUAGES

• English: Fluent (C1)
• German: Fluent (C1)
• Polish: Native speaker

SIDE PROJECTS

github.com/albiosz

• [honeycombs](#) (REST, Java, Spring, Docker, JWT, JUnit)
• [go-rest](#) (REST, Go)

AWARDS

• **Scholarship** for the top 10% of students at the Faculty of Computer Science | Poznan University of Technology

STUDENT EXCHANGE

• **Bielefeld University**
• 03.2021 - 02.2022