Przemysław Leśniak

Wrocław, przemek.lesniak1@gmail.com, tel.: 516 706 214

EDUCATION

University of Wrocław, 2013 - now
Institute of Mathematics and Computer Science
Degree course: Computer Science
Estimated graduation year: July 2016 for Bachelor, July 2018 for Master's

Comprehensive secondary school No. V in Opole, 2010 - 2013
Matemathics-Informatics-Physics profile

EXPERIENCE

Nokia C++ Summer Trainee: July - September 2015

Responsibilites

- Implementation of parsing library in C++, inspired by Parsec from functional language Haskell.
- Implementation of parser for TTCN-3 language, using mentioned library

Gained skills

- Git revision control system
- C++ programming: C++11, template metaprogramming, STL, boost
- Google test unit testing framework
- Programming tools such as: GNU make, linux, bash, cmake, gcc, clang
- SQLite

SKILLS

Programming languages and technologies

- **C++**: C++11, STL, templates, Google Test
- **Haskell**: monads, applicative functors, type classes, Parsec
- **Java**: Swing
- **Python**: university experience
- **Coq**: university experience

Others

- Ability to use revision control system **Git**
- Strong problem solving, and analytical thinking abilities
- Good knowledge of algorithms and data structures and ability to implement them
- Good knowledge of functional and objective paradigm
- Medium knowledge about **Linux**, and ability to use it as programming platform
- Good knowledge of **english language** both written and spoken

PROJECTS

hCompiler

`https://github.com/coodie/hCompiler`

Simple compiler for subset of C. Written in Haskell, compiles directly to x86 assembly.

- Handles while loops, conditionals, recursive functions, nested arithmetic expressions
- Uses **GNU as** as back-end assembler and **gcc** to link
- Has it's own parser written in **Parsec**
- Extensive usage of monads, applicative functors and monad transformers

GraphDrawer

`https://github.com/coodie/GraphDrawer`

Program for graph visualisation written in Java. Suited for competetive programming.

- Uses special algorithm to draw graph on plane and make it 'eye-pleasing'
- Can be used as real-time graph editor
- Has lots of options: saving graph to image, performing some algorithms on graph (for example: finding shortest paths)
- Uses **Model-View-Controller** design pattern and **Swing** as GUI

Other projects

- MIPS assembler, written in Haskell
- Program for visualising curves such as Bezier Curve, written in Haskell
- Advanced sudoku game, written in Java
- mmap based malloc, written in C

HOBBIES

- Programming contests
- **Speedcubing**
- **Popping** dance
- Electronic music

OTHERS

Github's account `https://github.com/coodie/`

Codeforces's account `http://codeforces.com/profile/goovie`