

Przemysław Leśniak

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Education

University of Wrocław <i>BSc, 4.5</i> Computer Science	Wrocław 2013-2016
University of Wrocław <i>MSc</i> Computer Science	Wrocław 2016-now

Experience

Google Summer of Code <i>Student Programmer</i> Working on LLVM backend for Chapel Compiler	Remote work 2017.06-2017.09
Nokia <i>Software Engineer</i> Development of TTCN-3 compiler written in C++	Wrocław 2016.07-2017.03
Nokia <i>C++ Summer Trainee</i> Parsing library project in C++	Wrocław 2015.07-2015.10

Skills

Programming languages, best to worst: C++, C, Java, Haskell, Python

Tools: Linux, git, bash, valgrind, gdb

Others: Operating Systems, Compilers, Algorithms

Languages: Fluent in English language

Project Highlights

quant: Lossy image compression algorithm based on vector quantization, written in C++. Achieves good compression ratios and image quality.

hCompiler: Compiler for subset of C written in Haskell. Compiles directly to x86 assembly. Non-university project written for fun and education.

GraphDrawer: Graph visualisation tool written in Java. Aimed for competitive programming. Easy in use and has a lot of useful features.

mimiker: Implementation of virtual memory for mimiker operating system: paging, TLB management, virtual memory mapping. Used C and MIPS assembly.

CubeSolver: Program for Rubik's cube solving written in Python.

Other

<https://github.com/coodie/>: contains source code to all highlighted projects

<http://codeforces.com/profile/goovie>: site with algorithmic contests

Hobbies: Popping dance, Speedcubing