

PAWEŁ TROJAŃSKI

TECHNICAL IMPLEMENTATION SPECIALIST

ABOUT ME

Technical Implementation Specialist at Printbox and Applied Computer Science Master's student. I blend expertise in C# and system configuration with communication skills. Dedicated to continuous learning and solving challenges in dynamic environments.

EDUCATION

WYŻSZA SZKOŁA EKONOMII I INFORMATYKI W KRAKOWIE

- Master of Engineering (pending)
- Bachelor of Engineering (July 5, 2024)
- Applied Computer Science
- 2020 - Present

ZESPÓŁ SZKÓŁ TECHNICZNYCH I OGÓLNOKSZTAŁCĄCYCH W LIMANOWEJ

- IT technician
- 2015 - 2019

LANGUAGES

- Polish - native
- English - B2

CONTACT

 paweltrojanski@gmail.com

 envigit.github.io

 linkedin.com/in/ptrojanski

 github.com/enviGit

HARD SKILLS

- C#
 - .NET Core
 - Entity Framework
 - Newtonsoft.Json
 - Unity3D
- JavaScript
- HTML / CSS
- SQL

SOFT SKILLS

- Teamwork
- Problem-solving
- Willingness to learn
- Time management
- Attention to detail
- Flexibility
- Patience

EXPERIENCE

▪ Junior Technical Implementation Specialist

Printbox, May 2025 - Present

I manage the technical configuration, ensuring system reliability for our clients. My daily tasks involve troubleshooting technical issues, setting up product specifications, and providing direct support.

PROJECTS

▪ App Store Reviews Extractor

envigit.github.io/appstore-reviews

HTML5 | Tailwind CSS | Vanilla JS

Useful tool that helps users analyze App Store feedback by fetching the latest reviews for any iOS app.

▪ Vibrant Icons

assetstore.unity.com/packages/tools/gui/vibrant-icons-276821

UnityEngine | C# | .NET Framework | Unity3D

A crucial tool for improving productivity in Unity Editor, allowing easy script icon customization for better project organization.

▪ Operation Deratization

github.com/enviGit/OperationDeratization

UnityEngine | C# | .NET Framework | Unity3D

A low poly, FPS game with a battle royale theme. Play as a secret agent in a prison where only one can survive and gain freedom.