

# 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
-  [envigithub.io](https://github.com/enviGit)
-  [linkedin.com/in/ptrojanski](https://www.linkedin.com/in/ptrojanski)
-  [github.com/enviGit](https://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](https://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](https://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](https://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.