Eliza Petrycka

- github.com/epetrycka
- +48 508 403 476
- elizapetrycka@gmail.com
- www.linkedin.com/in/eliza-petrycka

About me

I am a student actively developing my skills in Computer Science, with two years of dedicated effort to advance in the tech industry. I am ready to embrace new challenges, continue growing, and contribute with creativity and dedication to innovative projects.

Education

AGH University of Kraków

Computer Science and Intelligent Systems field
2023r. - current

I Secondary School in Hrubieszów

Advanced Level:
Mathematics, Physics, and Computer Science
2019-2023r.

Private Music School in Hrubieszów

Second degree Music School diploma
Piano Class
2016-2023 r.

Projects

PlayGrid Group Project

Developing a web application for offering game server hosting. Includes database design, API development, frontend implementation, and deployment on AWS.

Microservices for Flashcards App

API project leveraging Java Spring Boot and Python FastAPI frameworks to build scalable microservices. It utilizes RabbitMQ for communication, containerization with orchestration, and manages data using Azure Database, Azure Data Lake.

Stream Data Processing and Analysis

Developed a real-time data processing application for Bitcoin streaming data using WebSocket. Built a pipeline with Apache Beam, Pub/Sub, and Dataflow on Google Cloud. Utilized Firestore, BigQuery for data storage and analysis.

Languages

Language	Level
Polish	native
English	B2+/C1
Russian	B1

Skills

Programming languages

- Python
- Java
- C/C++/C#
- JavaScript

Database management systems

- MySQL
- PostgreSQL
- BigQuery

Container tool

- Docker
- Kubernetes

Other

- Git
- Unity
- React
- Pub/Sub
- Unix Systems
- RabbitMQ

Work Experience

AGH Code Industry Science Club

Collaborated on a 3D game development project in Unity. Responsible for programming, designing user interface (UI/UX), and implementing game logic.

Synaptica AGH Science Club

Started a new science club with a small team, currently developing an application for collecting data from measurement devices like smartwatches and producing games for VR headset, with a goal of studying human-computer interaction.