



# FILIP CIESIELSKI

CLOUD ENGINEER

## CONTACT

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## KEY SKILLS

- |   |   |
|---|---|
| Node.js<br>React<br>Python<br>AWS<br>IAC<br>Docker<br>CI/CD | <b>Academic:</b><br>Java<br>Oracle PL/SQL |
|---|---|

## LANGUAGES

- Polish **Native**
- German **C1**
- English **B2**

## CERTIFICATES

04.2019  
**Deutsches Sprachdiplom  
Zweite Stufe (DSD II) - C1**  
German Language Certificate  
of the Education Ministers  
Conference

## ABOUT ME

**Cloud Engineer,**  
with a degree in computer science from Poznan University of Technology. I'm passionate about designing and implementing innovative cloud-based solutions using AWS, and have also experience in web development. Currently, I'm working towards achieving AWS Solutions Architect Associate certification to further advance my cloud engineering skills.

- Willing to learn
- Well-organized
- Creative
- Communicative

## EXPERIENCE



03.2022-present  
**Junior Cloud Engineer**  
Transition Technologies PSC  
Node.js · React · JavaScript · TypeScript · Python · Amazon Web Services (AWS)  
Infrastructure as Code (IAC) · CloudFormation · Terraform · Serverless framework · Jenkins · GitLab CI/CD · Docker · PostgreSQL · HTML · CSS · GIT

## EDUCATION

2023-present  
**MEng Computer Science**  
WSB Merito University in Poznan  
Cloud-Based Outsourcing specialty

2019-2023  
**BE Computer Science**  
Poznan University of Technology  
My engineering thesis, NoteMed, developed in cooperation with HCP Medical Centre Poznan, aimed to create a user-friendly medical platform accessible on various devices. It harnessed speech recognition technology for quick and accurate note-taking during medical examinations, featuring role-based access control for healthcare practitioners. Thanks to NoteMed, medical professionals can prioritize patient care, expedite diagnosis and treatment, and focus on more critical aspects of their work instead of administrative actions.  
Node.js · Express.js · Sequelize · React · TypeScript · Python · Flask · Docker  
PostgreSQL · Azure

## HOBBIES

-  Football
-  Tennis and padel
-  Travelling

## PERSONAL PROJECTS

*React, Firebase*

### Lech Typer

Web application for Lech Poznań football team fans where they can predict their favourite team match results and compete with each other by collecting points for correct bets. Project implemented using React with styled-components. All the results, points and bets are stored in the Firebase realtime database.

*AWS, Python*

### Lech Licznik

Serverless application leveraging key AWS services to track the number of sold tickets for Lech Poznań games. The application has gained significant traction, attracting over 700 followers on Twitter, who rely on it to stay informed about ticket availability. Additionally, I had the opportunity to lead the live coding portion of the "Serverless - Without Servers, it's possible!" lecture on AWS at WSB Merito in Poznan as part of Transition Technologies PSC's collaboration with the academic community. During the lecture, I presented the "Lech Licznik" project and demonstrated its development process by building it from scratch as a live demo.

*Java, Spring, Oracle PL/SQL, Vaadin*

### Football Database

Java Spring web application that connects to created relational oracle PL/SQL database of various football leagues using JPA and which allows user to manage it from the app. Additionally, GUI was implemented using Vaadin.

*Python, Flask, React, OpenCV*

### Poker Recognizer

The main goal of this project was to implement a card recognition algorithm using flask and OpenCV library in python. Additionally, an algorithm for finding the best poker hand combination was implemented. All results, including the final image with annotated cards and the description of the algorithm based on the uploaded image are presented on a website created with the React library.

*React, Sass*

### Euro 2020

The main goal of this project was to implement a responsive website using React and Sass with BEM methodology. The generated website provides information about individual national teams participating in UEFA Euro 2020 (2021), based on user choice. Final group stage table and all results of the specific team can be found on subpages after clicking on one of the 24 national flags. These can also be filtered by a search input with autocomplete feature.

To see more of my projects please visit my [github repository](#) or [personal website](#).