

Hubert Malik

**Programmer,
Electronic**

Year of Birth: 17.10.2000
Address: Jasminowa 5 Street, 32-061 Rybna, Poland

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Skills

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- Knowledge of: C++20, Python, C
 - Knowledge of: Visual Studio, Visual Studio Code, PyCharm, Matlab, PSPICE, Cadance, KEIL μ VISION, LabView, Cisco Packet Tracer, PuTTY, GitHub
 - Knowledge of operating systems: Windows, Linux
 - Knowledge of Microsoft Office
 - English - intermediate level
 - Driving license, category B

Experience

Fashion Trends Group / Warehouseman

07.2021 – 09.2021 and 07.2022 - 09.2022, Skawina

Reception of goods, storing inventory in accessible manner, unloading goods in the warehouse, preparing orders for clients, inspecting inventory for damage and faults.

KRK Systemy Kablowe / Apprentice

07.2019 – 08. 2019, Liszki

Maintenance and use of tools, devices and diagnostic/measuring equipment, creating and connecting power and control installations.

Education

AGH University of Science and Technology

10.2020 – PRESENT, Krakow

Field of study: Electronics and Telecommunications

Type of studies: Full-time studies

Technical school - Technikum Energetyczno Elektroniczne im. Tadeusza Kosciuszki nr 9 w Krakowie

09.2016– 04.2020, Krakow

Field of study: Electronics

Acquired title: Electronics Technician

Academic/Personal Projects

1. Alarm Panel

- Programming Language C, used environment Keil
- Chip used - KL05Z
- Project included design and testing
- Design to be able to arm and disarm, change operating mode (admin/user), change passwords and report an intrusion

2. **Dungeon Game**

- Programming Language C++
- Used environment Visual Studio
- Simple 2D game made using SFML Library

3. **Counter based on flip-flops**

- Used environment Cadence
- Project included design and testing
- Designed to be as small as possible