



✉ Email:
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in LinkedIn

GitHub

DEMO Demos:

- Follow the money
- Shop Therapy

Technical Stack:

Java, Spring, Spring Boot,
Hibernate, REST, TDD, Unit tests,
CSS, HTML, Git, GitHub,
JavaScript, MongoDB, Angular,
PostgreSQL, PL/SQL

Language level:

- English - B2
- Polish - Native

Beyond coding

I like board games, chess, adventure games. I read a blog about new technologies I learn how to make games with Unreal engine. I am a hobbyist of political science, history, psychology.

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).

MICHAŁ LECHOWICZ

4th year IT student

About me

I am a 4th-year student of the Faculty of Computer Science and Telecommunications at Cracow University of Technology. I have been fascinated by computer science since an early age. For over two years I have been learning web technologies. I have been creating in Java / Spring Boot and Angular. I have been learning to code for the last four years, both independently, at the university and with a group at the programming school. Now I want to use my skills outside the university world.

Experiences

Junior Java Developer

Euvic



Internship

5 Sep 2022 to 5 Oct 2022

Remote

Projects

Follow the money

Web application to track income and spending's for analyze user's finances.

Technologies: Java 11, Spring Boot, Spring Security – Web Token, Hibernate, PostgreSQL, Angular, HTML, CSS, JS, Docker, Junit, CI/CD

Shop Therapy

Web application to create list of shops.

Technologies: PHP 8, MySQL, Vanilla JS

QuestStore

Web application for students to win coins and exchange them for rewards.

Technologies: Java EE, HTML, CSS, JS, PostgreSQL

Mastermind

Implementation of classic game Mastermind with GUI.

Technologies: Python 3, Tkinter, TDD

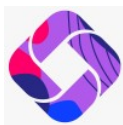
Education



Information Technology, Engineer's degree

Cracow University of Technology

October 2018 – June 2019, October 2020 – now

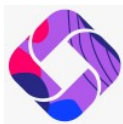


Full-stack Java Developer

“Codecool” Programming School

January 2020 – October 2020

CURRICULUM: Java, SQL, design pattern (ex. MVC, DAO, Builder), JavaScript, CSS, HTML, Java EE, Spring, Spring Boot



Programming Basics

“Codecool” Programming School,

June 2019 – October 2019

CURRICULUM: Basics of Python, Clean code, Git, unit tests, SCRUM