

## Michał Jędrzejek



### Webpage:

[jedrzej9.github.io](http://jedrzej9.github.io)

### Github:

[github.com/jedrzej9](https://github.com/jedrzej9)

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### City:

Kraków

### Languages

Polish	Native
English	Advance (C1)
German	Elementary (A2)

### Skills

- C, C++, Python – projects in the field of algorithms and data structures. Scripts related to networks and numerical methods. Object-oriented project including encapsulation, polymorphism, abstraction, inheritance.
- HTML, CSS, JavaScript – functions, DOM, personal portfolio website (responsiveness, JS scripts).
- SQL – MySQL database project from schema to implementation (entity relationship diagram, 15 tables, 20 views, procedures and functions).
- 2 games developed with Unreal Engine 4.
- Embedded systems – Arduino (autonomous plant watering system, lighting using addressable LED diodes).
- Knowledge of the Linux operating system.
- Knowledge of the Git version control system.
- Attention to detail, problem solving and teamwork abilities.
- Eager to learn, develop and progress.
- If I don't know something, I'll learn it 😊

### Education

2018–present	<b>Computer Science</b> Politechnika Krakowska
2016–2018	<b>Computational Engineering</b> AGH University of Science and Technology
2013–2016	Władysław Orkan 1 <sup>st</sup> High School Limanowa, Lesser Poland

### Employment History

November 2019 – October 2020	<b>Pink Bowling&amp;Club, Kraków – bartender</b> Together with the team, I was responsible for taking orders, serving guests, preparing cocktails, and accepting payments.
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### Hobbies

Travelling, snowboarding, running, volleyball, photography