

# Emanuel Jureczko

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*Third-year student with a good theoretical background and experience in low- and high-level programming. In my free time I enjoy working on side projects to learn new technologies and develop my skills. I am now looking to transition from personal and study projects to commercial ones, where I can apply my knowledge in a professional setting, contribute to real-world applications, and collaborate with a team to deliver impactful solutions.*

## AREAS OF EXPERTISE

- Programming Languages – **Java**, **C**, **C++**, **C#**, **Asm**, **SQL**, **Python**, **JavaScript**
- Backend – **Spring Boot**
- Frontend – **HTML**, **CSS**, **JS**
- Databases – **PostgreSQL**
- Containers – **Docker**
- Version control - **GitHub**

## EXPERIENCE

### Internship - Fullstack Developer

September 2024

RED Electronics

Gliwice, Poland

- Development of a web application for data visualisation and device control. Project on GitHub in the Webapp repository.
  - Frontend: **HTML**, **CSS**, **JavaScript**
  - Backend: **Node.js**, **Python** (LoRa data input/output)
  - Database: **PostgreSQL**

## EDUCATION

- Informatics, Silesian University of Technology Gliwice 2022 - Present
- Graphic arts and digital printing technician, CKZiU Strzelce Opolskie 2018 - 2022

## LANGUAGES

- German – B2/C1 (Upper Intermediate/Advanced) – TestDaF certificate: 4/4/3/4
- English – B2 (Upper Intermediate)
- Polish – Native speaker

## PROJECTS

### • Ecommerce App

A work-in-progress project designed to explore and apply modern technologies. The project aims to deepen my knowledge of backend development, security, and deployment practices.

*Tech stack:* **Java**, **Spring Boot**, **Spring Data JPA**, **PostgreSQL**, **Docker**, **RESTful API**, **Spring Security** + **JWT**

### • Gaussian Blur ASM vs C++

Developed during the 5th semester as part of an assembly language course. It focuses on comparing execution times between custom C++ and Assembly libraries. The implemented libraries apply a Gaussian blur filter to an image.

*Tech stack:* **Asm**, **C++**, **C#**

- **Sudoku Solver**

A Sudoku solver that mimics human-like solving strategies rather than relying on brute force.

*Tech stack:* **C++**

- **Webapp**

Part of an internship project on LoRa-based communication, created at RED Electronics. The project manages the reception of data and visualises it. It also allows sending control signals to the sensor unit.

*Tech stack:* **HTML, CSS, JavaScript, Node.js, Python, PostgreSQL**

- **Pac-Man**

4th semester programming project. Own implementation of Pac-Man in SFML 2.5.1 cpp

*Tech stack:* **C++ SFML**

- **Console Snake**

A simple Snake game running in the Windows console.

*Tech stack:* **C**