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,
- Backend **Spring Boot**
- Containers **Docker**

- Python, JavaScript
- Frontend HTML, CSS, JS
- CI/CD Jenkins

- Version control GitHub
- Databases PostgreSQL
- Cloud **Azure**

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

AuthBackend

A JWT authentication and authorization service.

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

TAKE

"Tworzenie Aplikacji Klasy Enterprise" (Developing Enterprise-Class Applications), 6th Semester Java REST API Group Project

Tech stack: Java, Spring Boot, Spring Data JPA, RESTful API, HATEOAS, H2 Database

• 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