

Education

Wrocław University of Science and Technology

Computer Science (B.Eng.) 2018-Present

Academic High School of Wrocław University of Science and Technology

Mathematics, Physics, IT; attended 2015-2018

Scholarship

Received scholarship from the City of Wrocław for the first academic year (2018–2019)

"Studium Talent"

Completed a study program (with grade 5.0 on scale from 2.0 to 5.5) for High School students (organised by WUST) that granted a place in the University (skipping the normal university admission process); attended the program 2017–2018

Projects and Experiences

E-commerce website

Angular, Express.js (with TypeScript), MySQL

2019-Present

Krzemień Wroczyński — simple e-commerce website I have built for my father's business (currently working on much improved second version).

- Used Angular (2+) for the front-end SPAs (for both the admin panel and the store website).
- Implemented an API in Express.js that connects to a MySQL database that stores information about available products and pending orders.
- Created (thanks to TypeScript) a strict model to greatly improve typesafety across the whole system.

Repository notebooks Git, Markdown, Python, bash

- 2020-Present
- Created special repositories for collecting programs, scripts and notes
- Still actively using my Personal Notebook repository as a way to organise config files, scripts and, perhaps most importantly, notes on various subjects.
- Created Academic Notebook repository for collecting all of my programs and notes that I have written during my studies.

Creating 3D assets for a video game **Blender**

2019-Present

ierry-sky

Restaurant Rush (unreleased)

Wrocław, Poland

• Used Blender to create 3D assets for the game.

General usage of Angular (JS and 2+) Angular

- 2014-Present
- e.g. my Github Pages website
- other projects that have not been archived

Familiar with

- Angular (2+)
- Express.js
- TypeScript
- JavaScript
- Python
- MySQL
- C/C++
- Git
- Blender
- Linux, bash
- Markdown

Interests

- Solutions for note-taking and organisation
- Unix-like OSes
- Web Development
- Blender 3D designing everyday objects and creating still scene images

Languages

English (C1 level) German (beginner B1) Polish (native)



I hereby give consent for my personal data included in the application to be processed for the purposes of the recruitment process in accordance with Art. 6 paragraph 1 letter a of the Regulation of the European Parliament and of the Council (EU) 2016/679 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).