

Jerzy Wroczyński

Computer Science Student

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📍 Wrocław, Poland

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 (the first academic year)

“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)

Projects and Experiences

Repository notebooks

Git, Markdown, Python, bash

- 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.

E-commerce website

Angular, Express.js (with TypeScript), MySQL

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 type-safety across the whole system.

Creating 3D assets for a video game

Blender

Restaurant Rush (unreleased)

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

General usage of Angular (JS and 2+)

Angular

- 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- other projects that have not been archived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*)

