



# Jerzy Wroczyński

Computer Science Student

@ jwroczyński@gmail.com

🌐 jerry-sky.me

🔗 jerry-sky

📍 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 (ALO PWr)**  
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**

📅 2019–2020

Krzemień Wroczyński (previous version) — simple e-commerce website I have built for my father's business

- 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.

### Repository notebooks, VYROW

**Git, Markdown, Python, Bash, Pandoc, GitHub Actions**

📅 2020–Present

- Created special repositories for collecting programs, scripts and notes
- Actively using my Personal Notebook repository as a way to organise config files, scripts and, perhaps most importantly, notes on various subjects.
- Actively using (during academic year) my Academic Notebook repository for collecting all of my programs and notes that I have written during my studies.
- Created a GitHub Action that automatically renders all Markdown documents into HTML documents; (VYROW — View Your Repository On the Web)

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).

## Familiar with

- Linux, Bash
- Web dev: TypeScript, JavaScript, ExpressJS, Angular (2+)
- MySQL
- Python
- Java
- C/C++
- Git
- Markdown, LaTeX, Pandoc
- Blender 3D

## Interests

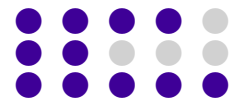
- Solutions for note-taking and organisation
- Unix-like OSes
- Web Development
- Blender 3D — designing everyday objects and creating still scene images

## Languages

English (C1 level)

German (beginner B1)

Polish (native)



### Creating 3D assets for a video game

**Blender**

📅 2019–2020

Restaurant Rush (unreleased)

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

### Web development (small projects)

**PHP, JavaScript, AngularJS, HTML, CSS**

📅 2014–2017

- Remote Timer — a small program that controls a timer on another computer
- A web application that I created for my classmates and myself; its purpose was to keep us informed about homework etc.
- Some other projects that haven't been archived