Jerzy Wroczyński

Computer Science Student

@ jwroczynski@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)

Familiar with

- Linux, Bash
- Web dev: TypeScript, JavaScript, Express.js, Angular (2+)
- MySQL
- Python
- 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