Grzegorz Kmita (+48 576 566 560)

Highly motivated, Computer Science student with superb communication skills, looking for a software engineering role. Eager to learn from experienced engineers. A self-starter with an ambition to strengthen programming skills and take part in building applications.

Education

- West Pomeranian University of Technology BE in Computer Science **Oct 2022 – Present**
- Finished Python, Access, Excel course on encodeme-maturalnie.pl **May 2022**

C, C++ (Experience doing projects) - GitHub

Multiply matrices from file. - Github - Jan 2023

- Print matrices to file, generate a random matrix. Whole program uses dynamic memory allocation.

Manage a list of personal data list program - Github - Feb 2023

- Add/remove/sort/search through the doubly linked list structure.

Python (Games for Windows) - Github - 2022

"Square Madness" (no game engine) - Game page - GitHub- 2022:

- Single player 2D space shooter.This project uses pygame library. It features enemy follow script, upgrade system, music, sound, game menu (sound, music, video settings). This has been made in 3 days.

"Teacup Adventure" (no game engine) - Game page - GitHub - 2022:

- Single player 2D platformer. This project uses pygame library. There is music, sound, graphic design, game menu. It has been made in 3 days.

"Pong" (no game engine) - Game page - GitHub - 2022:

- 2 player 2D game using turtle library. Players need to catch a ball with their movable platforms.

HTML, CSS, Javascript (Portfolio website) - 2023