# Krzysztof Błażejewski

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# Summary

Engineer with a background in control systems automation, now transitioning into software development. Throughout my career, I have gained valuable project management and teamwork skills, leading independent projects and collaborating with cross-functional teams. Currently pursuing a Master's degree in Computer Science with a specialization in Artificial Intelligence. Actively developing projects in Python, .NET, REST, gRPC, and eager to apply my skills in a software development role.

#### EDUCATION

#### Warsaw University of Technology

Master of Science (M.Sc.) in Computer Science

Faculty of Electronics and Information Technology, Specialization: Artificial Intelligence

Warsaw University of Technology

 $Bachelor\ of\ Engineering\ (B.Eng.)\ in\ Automation,\ Robotics,\ and\ Industrial\ Informatics$ 

Faculty of Mechatronics, Specialization: Industrial Informatics

Warsaw, Poland

Oct. 2024 - Present

Warsaw, Poland

Oct. 2020 - Jun. 2024

# EXPERIENCE

### Application Design Engineer

Schneider Electric

Dec. 2022 – Present Warsaw, Poland

- Led development of key projects in the Oil & Gas sector at Orlen, including HVO, TGTU, and HOG plants. Developed ESD, BMS, ITCC applications, and SCADA systems
- Developed and tested PLC applications for ESD and BMS using FBD, ensuring high reliability and performance
- Optimized HMIs and implemented automated testing procedures for controllers
- · Participated in FAT and SAT, conducted on-site commissioning, and ensured integration of industrial systems
- Configured network components (switches, firewalls) and performed workstation hardening for security compliance (IEC 61511, IEC 61508)
- Led project execution and managed tasks independently while collaborating within teams

#### Student Intern

Jul. 2021 – Sep. 2021

Dubna, Russia

Joint Institute for Nuclear Research

- Integrated FRS-RACK®2 fire extinguishing panel with PLC via SNMP, developing a basic SCADA system for monitoring and control
- Gained hands-on experience with PLC programming, industrial communication, and automation in a research setting

# PROJECTS

# Chess Game $\mid C++, Qt \mid$

- Developed a 1vs1 chess game in C++ using Qt for the GUI, focusing on piece movement and game state management
- Implemented a move undo feature, allowing players to step back through previous moves
- Designed an interactive chessboard using Qt to allow easy piece movement and real-time updates
- Enhanced skills in C++ programming, GUI development, and basic game logic

## Modbus Application | .NET MAUI

- Developed a cross-platform Modbus application using .NET MAUI for communication with Modbus devices via TCP
- Implemented Modbus register reading and writing (coils, holding registers) and real-time feedback for connection and operation status
- Used CommunityToolkit.Mvvm for implementing the MVVM pattern to separate concerns in the application

## TECHNICAL SKILLS

Languages: Python, C / C++, C#, SQL (Postgres), JavaScript, HTML/CSS, R

Frameworks: React, .NET, Django

Developer Tools: Git, ChatGPT, PyCharm, Rider, WebStorm

Libraries: Pandas, NumPy, Matplotlib

OS: Windows, Linux, MacOS