

KINGA BRUDZ

DETAILS

ADDRESS

Kraków
Polska

PHONE

723277575

EMAIL

kbrudz00@gmail.com

LINKS

[Portfolio](#)

SKILLS

MySQL

jQuery

HTML & CSS

SQL

Python

JavaScript(ES6)

Protocols: UART, I2C, SPI

Data visualization (D3
library)

Hardware testing
(oscilloscopes,
multimeters, shakers)

Environmental testing

PCB inspection

Docker

LANGUAGES

English

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HOBBIES

travels, cooking

EMPLOYMENT HISTORY

Electronic/Hardware Product Industrialization, ABB

Kraków

May 2021 — Present

My responsibilities encompassed the design, testing, and industrialization of electronic products, particularly IoT smart sensors for motors. This involved designing and executing tests, creating user manuals, troubleshooting hardware and software issues, and documenting processes. I collaborated closely with teams to enhance product efficiency and quality. Additionally, I developed an internal website for company use to streamline internal processes and communication.

Trainee tm. Certification, Green Cell

Kraków

Jul 2021 — Sep 2021

As a Trainee in the Certification Department at Green Cell, I prepared documentation for certifying electronic devices like power banks and EV chargers in the EU and US, ensuring compliance with relevant standards. My work included coordinating with regulatory bodies and staying updated on evolving regulations.

EDUCATION

Automatic Control and Robotics: Cyber Physical Systems, AGH University of Science and Technology

Kraków

Jan 2023 — Oct 2024

Master degree

Computer Science and Engineering, Universidade de Lisboa

Lisboa

Sep 2023 — Jan 2024

Master degree, erasmus student

Microelectronics in Industry and Medicine, AGH University of Science and Technology

Kraków

Sep 2019 — Jan 2023

PROJECTS

Dysarthria recognition using machine learning methods, Python

Portfolio developed using JavaScript, HTML, and CSS, jQuery, <https://github.com/kbrudz/PORTFOLIO>

From Delay to Departure: A Visual Journey through Air Travel Challenges in JavaScript using the D3 library, <https://github.com/kbrudz/VI2023>

Yoshi's Game in Verilog, <https://github.com/kbrudz/Yoshi-s-Nightmare>