Aleksandra Malinowska

Front-End Developer

I'm a full of energy, passionate and resourceful web developer. I'm great at teamwork and I'm constantly eager for new growth opportunities. Therefore currently I'm looking for a place where I will have a chance to learn and gain some new experience along the way.

Personal Info

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Wrocław

Phone
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Date of birth
1998-12-14

Website
amalinowska.pl

LinkedIn
linkedin.com/in/amalinowska423

GitHub
github.com/malinowska423

Work History

07-2018 - present

Front-End Developer
Global Therapy, www.globaltherapy.pl

In my free time, I work on the website for a physiotherapist from Wrocław, modernized lately with **Angular 11, Bootstrap, and Firebase**, with special attention to UI/UX design.

03-2020 - present

Front-End Developer
Aid Ninja, www.aidninja.org

Advertising website for foundations, NGOs, associations, and anyone who does something good for the world and others.
While building the website, I have been responsible for aesthetic looks and a **high level of UI/UX design**. During this time I have gained more experience with **Angular, Bootstrap, and Firebase**.

11-2018 - 05-2019

Intern
3M Wrocław, R&D

During the internship, I have been working on upgrading the internal reservation system. This way I have gained **experience working in a team** and learned more about HTML, CSS, JavaScript, and Bootstrap framework. I have also got a chance to improve my skills in MS Office, especially Sharepoint.

Education

10-2017 - present

Wrocław University of Science and Technology
Computer science

At college, I have completed courses in programming technology, computer architecture, databases, and also mathematical analysis, algebra and logic. I have also taken part in **team projects**.

Skills

Skill	Rating
HTML5, (S)CSS3, Bootstrap, RWD	★★★★★
JavaScript/TypeScript	★★★★☆
Angular 8+	★★★★☆
Github	★★★★☆
UX\UI Design	★★★☆☆
REST API	★★★☆☆
Java, Kotlin	★★☆☆☆
MySQL and databases	★★☆☆☆
PHP, Laravel	★☆☆☆☆
C/C++, Python	★☆☆☆☆
Experience in graphic editors	★★★★☆
Quick learner and creative thinker	★★★★☆

Languages

English ★★★★☆ B2

Polish ★★★★★ Native

Hobby

web design
creating websites for friends (chatkakubusiapuchatka.eu, bezczasphotography.pl)

computer graphics
designing simple graphics for social media, logos, etc.

photography
taking photos with a DSLR camera and editing them via Lightroom

interior design
managing room makeovers

basketball
watching NBA and polish team

Certificates

09-2019

Women In Tech Camp 2019

Projects

10-2020 - present

Skolian
A web application supporting teaching in primary schools with auto-generated tests for teachers. Project created with **Angular 9, Laravel, MySQL** in **REST API** architecture.

04-2020 - 06-2020

Emotive
A desktop app that uses machine learning technology to analyze the image from the camera and transform it into an emoticon in real-time. The app was created with **Python** and **Kivy**.

10-2019 - 02-2020

Kelnerdash
A web application for managing the schedule of part-time workers hired for a single event in various companies. The app includes functionalities such as event calendar, push notifications, internal chat and was created as a team project, using **Angular 8, Bootstrap, and Firebase.**

01-2020 - 02-2020

Kompilator prostego języka imperatywnego
Compiler for simple imperative language to virtual machine code, written in **C/C++** using **Flex** and **Bison**, created as a term project for *Formal Languages and Translation Techniques* course at the fifth semester of college. More in the repository: github.com/malinowska423/jftt-kompilator

10-2019 - 12-2019

Artfolios
A website that brings together artists from various fields, enabling them to create their own, personalized portfolio using an interactive wizard tool. The website was a team project, created with **Angular 8, Bootstrap, and Firebase**. App available at https://artfolios-ba94a.web.app/

04-2019 - 06-2019

Edo
Mobile strategic game on **Android**, created with **Kotlin** as a team project.

12-2018 - 01-2019

Chinese Checkers
Desktop client-server chinese checkers game with GUI written in **JavaFX**. Both, client and server, parts of the app were created in **Java** in a two-person team.