

Malwina TALAN

Software Engineer | Fullstack Developer

@ malwina.tal@gmail.com
+351 93 252 2852
github.com/malwinatal
linkedin.com/in/malwina-talan
Lisbon, Portugal



Problem solving, fast learning Software Engineer experienced in Frontend, Backend development and DevOps. Proactive team player with experience in Scrum.

PROFESSIONAL EXPERIENCE

Apr 2019 -
Current

Software Engineer, CRITICAL TECHWORKS, Lisbon

Working as a Fullstack developer for a project used as a management tool for BMW company. Participating in the growth of the application almost from the beginning and building a better product in cooperation with the team and the clients.

- > Developing Frontend of the application using Angular
- > Developing Backend of the application using Java
- > Managing infrastructure, CI/CD and operations
- > Leading a sub-team focusing on specific features
- > Refining the product with the Product Owner and choosing the best technical solutions for the needs
- > Improving, expanding and optimizing the application
- > Defining application domains and setting up new micro-services
- > Participating in presentations of the application
- > Sharing knowledge with colleagues
- > Working in Scrum model

Java EE Spring Boot PostgreSQL Angular TypeScript Jenkins Sonarqube Docker Azure Kubernetes
OpenShift Terraform Redis

Jun 2018 -
Sep 2018

Technical Analyst, CREDIT SUISSE, Poland

Technical Analyst in Technology Security Services (Identity Management Operations team). Participating in IT program for recent graduates.

SQL Java Spring Boot

Mar 2018 -
May 2018

IT Internship, CREDIT SUISSE, Poland

Intern in Technology Security Services (Identity Management Operations team).

SQL

Sep 2014 -
Jun 2016

Robotics Teacher, ROBOŚWIAT, Poland

Teacher of robotics for children in primary school (Lego Mindstorms).

Lego Mindstorms

Jan 2015 -
Feb 2015

Student Practice, FEEGLE, Poland

Developing Feegle website in Java language.

Java

Jun 2014

Student Practice, WCM HOSPITAL IN OPOLE, Poland

Student practice in WCM Hospital in Department of Medical Technology.

EDUCATION

- 2015 - 2018 | M.Sc. in Computer Science, WROCŁAW UNIVERSITY OF TECHNOLOGY, Poland
Thesis title :
Usability testing of the telemedicine systems (written in English)
Java Python Swift C#
- 2016 - 2017 | M.Sc. in Computer Science, NOVA UNIVERSITY IN LISBON, Portugal
Erasmus
Java Python Unity jMonkeyEngine
- 2014 - 2015 | Acting, ARTISTIC SCHOOL ROE, Poland
- 2010 - 2014 | B.Sc. in Biomedical Engineering, WROCŁAW UNIVERSITY OF TECHNOLOGY, Poland
Thesis title :
EEG quantitative analysis in patients with depressive or bipolar disorder (written in Polish)
MatLab Java Assembly C++ C

VOLUNTEERING

- 2014 - 2018 | Volunteer in Pokojowy Patrol (Peace Patrol), FOUNDATION WOŚP, Poland
Volunteer during festivals in Kostrzyn in Poland and other events organized by foundation WOŚP.
- Feb 2017 - Jun 2017 | Events promoter, STUDENT ORGANIZATION TIAB, Portugal
Promoting events for Erasmus students in Lisbon.

SKILLS

Programming Languages	Java, TypeScript, SQL, Python, C#, Kotlin, Swift, C++, C, Assembly, Matlab
Frameworks	Angular, JavaEE, Spring Boot
Databases	PostgreSQL, Microsoft SQL Server, MySQL
Technologies	Docker, Maven, Hibernate, Jenkins, Redis, Kubernetes, OpenShfit, Azure, Terraform, git, Unity, jMonkeyEngine, Android, LaTeX
Methodologies	Scrum

LANGUAGES

Polish	●	●	●	●	●	●
English	●	●	●	●	●	○
Portuguese	●	●	○	○	○	○

STRENGTHS

- > fast learner
- > creative
- > proactive
- > communicative
- > team player
- > organized

MAESTRO

2019 - 2022

Maestro is a management tool used in BMW company.

[JavaEE](#) [Spring Boot](#) [PostgreSQL](#) [Angular](#) [TypeScript](#)

SHEEP IN SPACE 2D GAME

MAY 2022

 github.com/Dooping/owca_game

A small 2D game with a sheep flying on a keyboard through space, avoiding obstacles and shooting avocados at enemies. The game was developed as a birthday gift for a friend.

[Unity](#) [C#](#)

RATEAPP

2019

 github.com/malwinatal/RateApp

RateApp is an Android application developed for rating objects from custom categories. It was developed to gain knowledge in mobile development.

[Java](#) [Android](#)

3D GAME

2017

 github.com/malwinatal/JMonkeyGame

A 3D game developed in jMonkey engine as a university project for Games and Simulations.

[Java](#) [jMonkeyEngine](#)