Malwina **Talan** Software Engineer | Fullstack Developer

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♀ 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 | Kotlin | PostgreSQL | Angular | TypeScript | Jenkins | Sonarqube | Docker | Azure | Kubernetes | OpenShift Terraform Redis

Jun 2018 -

Technical Analyst, CREDIT SUISSE, Poland

Sep 2018

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

SQL Java Spring Boot

Mar 2018 - |

IT Internship, CREDIT SUISSE, Poland

May 2018

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

SQL

Sep 2014 -

Robotics Teacher, Roboświat, Poland

Jun 2016

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

Lego Mindstorms

Jan 2015 -

Student Practice, FEEGLE, Poland

Feb 2015

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.



2015 - M.Sc. in Computer Science, WROCŁAW UNIVERSITY OF TECHNOLOGY, Poland

2018 | Thesis title:

Usability testing of the telemedicine systems (written in English)

Java Python Swift C#

2016 - M.Sc. in Computer Science, NOVA UNIVERSITY IN LISBON, Portugal

2017 | Erasmus

Java Python Unity jMonkeyEngine

2014 - Acting, ARTISTIC SCHOOL ROE, Poland

2015

2010 - B.Sc. in Biomedical Engineering, WROCŁAW UNIVERSITY OF TECHNOLOGY, Poland

2014 | Thesis title:

EEG quantitative analysis in patients with depressive or bipolar disorder (written in Polish)

MatLab Java Assembly C++ C



2014 - Volunteer in Pokojowy Patrol (Peace Patrol), FOUNDATION WOŚP, Poland

2018 Volunteer during festivals in Kostrzyn in Poland and other events organized by foundation

WOŚP.

Feb 2017 - | Events promoter, STUDENT ORGANIZATION TIAB, Portugal

Jun 2017 | 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, Ter-

raform, git, Unity, ¡MonkeyEngine, Android, LaTeX

Methodologies Scrum





+ STRENGTHS

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

MAESTRO 2019 - 2023

Maestro is a management tool used in BMW company.

JavaEE Spring Boot PostgreSQL Angular TypeScript

WEDDING WEBSITE 2022/2023

github.com/malwinatal/wedding-website

A website created for our wedding.

Angular Firebase

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 iMonkey engine as a university project for Games and Simulations.

Java jMonkeyEngine