

Michal Nawrocki

209 Warwards Lane B29 7QU
Birmingham, United Kingdom
07596 246076
michal.m.nawrocki@gmail.com
linkedin.com/in/michal-m-nawrocki
github.com/michal-nawrocki
www.nawrocki.dev

Profile

Final year computer science multilingual student at the University of Birmingham with a big understanding of software development, graphic design, and passion for self-improvement, ready to tackle any problem and continue his self-taught programming journey

Volunteering

[Treasurer of Polish Society // 2017-2018](#)
[University of Birmingham, UK](#)

Was responsible for managing the funding of the society (collecting membership fees from new members, applying for grants). Took care of budgeting and organising events such as cooking classes, BBQ hangouts.

References

[Luke J Maher](#)
Duty Venues Manager
UoB Guild of Students
l.maher@guild.bham.ac.uk

Interests



Gaming



Synthwave music



Photography



Travelling



Sci-Fi Movies



Cooking



Running

Technical skills

Programming

Java, C/C++, C#, SQL,
Python, JS, Haskell,
HTML/CSS, OpenGL

Tools

JetBrains, Visual Studio,
VS Code, Eclipse, JUnit,
Git, Adobe CC, Latex

OS

Windows, MacOS,
Linux

Main areas of experience

- Object-oriented programming
- Data Structures
- 3D Graphics
- Graphic design
- Networking
- Software engineering
- Test-driven development
- Embedded systems
- Algorithms
- Web services

Education

[MSci Computer Science with an Industrial Year // 2016 - Current](#)
[University of Birmingham, UK](#)

Noticeable third-year modules: Operating Systems (65), Networks (71), Mobile computing with Android (67), Network Security (72), Intelligent Robotics (79)

Average: 71 (First-class mark)

Noticeable second-year modules (mark): C/C++ (66), Haskell (58), Game Development Team Project (76), 3D Graphics (54), Databases (71)

Average: 64 (Upper Second-class mark)

Noticeable first-year modules: Software Engineering (90), Robot Programming (95), Java Software Workshop (90), Data Structures and Algorithms (78), Mathematics (73)

Average: 72 (First-class mark)

[International Baccalaureate Diploma Programme // 2013 - 2016](#)
[Zespół Szkół Ogólnokształcacy nr 10 in Gliwice, Poland](#)

Noticeable subjects (out of 7): Computer Science HL (6), Mathematics (5)
Final Mark: 35/45

Work experience

[Game development group project // Spring 2018](#)
[University of Birmingham, UK](#)

Created a UDP client-server infrastructure for a Java based air traffic control simulator computer game. Refactored and optimised game logic code to allow for multiplayer versus mode. Collaborated on the renderer section of the game engine using OpenGL. Documented and demonstrated software to a publisher.

[Robot programming group project // March 2017](#)
[University of Birmingham, UK](#)

Leader of a team consisting of 6 students. Responsible for localisation, connectivity, and integration of code written by other team members to develop a robot warehouse infrastructure using Java, Git and Lego Mindstorm robots.

[IT support and development internship // Summer 2016](#)
[GEOBIT, Gliwice, Poland](#)

Maintained an IT system containing printers, plotters, scanner and 10 windows workstations. Developed and introduced managing system to keep track of current contracts, deadlines, paperwork using Java. Deployed a NAS solution for backup purposes. Redesigned company's website using Bootstrap.