

MICHAŁ POŹDAŁ

FRONTEND DEVELOPER

CRACOW / REMOTE

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github.com/mpozdal

ABOUT ME

I am a fourth-year computer science student at the Cracow University of Technology. I have been passionate about IT for over 9 years, and I started programming 8 years ago. I enjoy working on both frontend and backend development, allowing me to build comprehensive solutions. Additionally, I have extensive knowledge of hardware, networks, firewalls, security and databases.

SKILLS

- React / React Native
- HTML / JS / CSS / TS
- Tailwind
- PostgreSQL / MySQL
- Node.js
- Git & Docker
- Python web scrapping
- Java Spring Boot
- Figma / Adobe XD

LANGUAGES

- Polish: native
- English: B2
- French: A2
- German: A1

HOBBIES

- Travelling
- Photography
- Gym
- Boulderling
- Fashion

EDUCATION

COMPUTER SCIENCE

Cracow Univeristy of Technology | october 2021 - now

PROJECTS

CERTIFY LITE

React + Solidity + Blockchain Ethereum + Metamask
[Github](#)

An application that leverages blockchain technology to ensure file authenticity by storing their hashes on the blockchain. Users can verify the integrity and originality of a file by comparing its hash with the one recorded on the blockchain. This approach guarantees tamper-proof validation, providing a secure and transparent method for file verification.

MOTTO COFFEE

React Native + AWS App Sync/Amplify + GraphQL
[Github](#)

An mobile application for ordering personalized coffee for pickup within a coffee shop network.

SKYQUEST

React + Java Spring Boot + PostgreSQL
[Github](#)

A web application that displays flights, restaurants and attractions in specific cities with various filter options.

OTHER

I have worked on various projects using, among others, Python [Selenium, Request, scikit-learn, re, pandas, numpy], C++, Java and Spring Boot, C [STM, queues, semaphores, sockets, mpi, omp, etc.], Assembly, Node.js + Dialogflow.

I have a basic understading of Linux,as well as experience in designing and configuring computer networks [Cisco Packet Tracer].

I am familiar with programs such as Photoshop, 3DS Max, Autocad, Hitfilm, Blender [UPBGE] and C++ with libraries such as OpenGL and glut:)

& more...