# MICHAŁ PIETRYKOWSKI

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## GitHub | LinkedIn

### **PROFILE**

Dedicated software developer specializing in Python and C# with strengths in developing REST APIs and software testing. Adept at creating Python packages, writing comprehensive documentation, and executing automation tests. Seeking a position as a Software Developer to bring a deep commitment to exploring and mastering new technologies.

#### **EXPERIENCE**

| 03.2024 – Present | Junior Fullstack Developer – Correct Context (Comscore)  Spearhead full-stack development initiatives using Python and JavaScript. Craft robust and scalable solutions for complex software products. Collaborate with cross-functional teams to deliver high-quality software. |
|-------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 09.2023 – 03.2024 | <b>Software Developer Intern – Dolby Laboratories</b> Assisted in data migration to a new CMS. Responsible for maintaining Dolby Access application, bug fixing, implementing new features in .Net.                                                                             |
| 12.2022 – 09.2023 | Quality Analyst Intern – Dolby Laboratories  Responsible for creating Python packages (Raspberry Pi USB Gadget, Page Object Model), writing documentation and automated test scripts in Pytest. Assist in regression testing.                                                   |

## **PROJECTS**

| 10.2023 -                                                                      | Python Raycaster                                                                                |  |  |  |
|--------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|--|--|--|
| 02.2024                                                                        | Developed an immersive first-person shooter game inspired by classics like Doom and Wolfenstein |  |  |  |
|                                                                                | 3D, using Python and Pygame. Designed and implemented a custom engine featuring a raycasting    |  |  |  |
| mechanism for 3D projection rendering. The game includes textured environments |                                                                                                 |  |  |  |
|                                                                                | rendering, interactive weapons, and enemies with simple AI along with sound system and a level  |  |  |  |
|                                                                                | design for demo purposes.                                                                       |  |  |  |

## **GitHub Repository**

| 08.2022 - | Le | ego R | anking Ap   | plica | tion |
|-----------|----|-------|-------------|-------|------|
| 09.2022   | Α  | web   | application | that  | show |

**English** 

A web application that showcases Lego sets based on price-per-element ratio. Backend integrated with **Django**, **Django Rest Framework**, **Selenium**, and **Celery**. **Postgres** database for backend storage and **React** for the frontend. Entire system is dockerized and seamlessly deployed to my private server.

**GitHub Repository** 

**B2** 

#### **T**ECHNOLOGIES

C# (.NET) | Python (Django, Django Rest Framework, FastAPI, SQLAlchemy, Selenium, Pytest) | JavaScript (React, Next.js) | Familiar with Linux | Docker | Git | Familiar with Jira

#### **EDUCATION**

| 10.2021 – now | IT Auto | omation Systems                        |  |
|---------------|---------|----------------------------------------|--|
| Language      | Wrocła  | w University of Science and Technology |  |
|               | Polish  | Native                                 |  |

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