MICHAŁ PIETRYKOWSKI

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[GitHub](#) | **[LinkedIn](#)** | **[Website](#)**

PROFILE

Dedicated **software developer** specializing in **Python**, **C#** and **JavaScript** with strengths in developing **REST APIs**, **web applications**, **desktop applications** and **software testing**. Seeking a position as a **software developer** to bring a deep commitment to the project by exploring and implementing innovative solutions.

EXPERIENCE

04/2024 – now   **Junior Full Stack Developer – Correct Context Sp. z o. o. (Comscore, Inc.)**

Responsible for implementing and maintaining **restful web applications** using **Django**, **Flask**, **FastAPI**, **PostgreSQL**, **Docker, React.js**. Contributing to microservices development with **Python** and **TypeScript**. Managing and creating **CI/CD jenkins** pipelines. Automating tests with **Pytest**. Managing **AWS** cloud infrastructure.

09/2023 – 04/2024   **Software Developer Intern – Dolby Laboratories**

Assisted in data migration to a new CMS. Responsible for maintaining Dolby Access desktop application, bug fixing, implementing new features in **.Net** with **Universal Windows Platforms**.

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**. Assisted in manual regression testing.

PROJECTS

Gym Tracker

A comprehensive fitness tracking web application built with **ASP.NET Core Blazor Server** and **Entity Framework Core**. Features a responsive UI using **Blazor Bootstrap** component. Implements intelligent workout routine generation based on peer-reviewed fitness scientific articles, adapting plans to user's experience level and training frequency. Includes workout planning, exercise tracking, body measurements monitoring, and advanced analytics with interactive visualizations using **Chart.js**. Uses **PostgreSQL** for data persistence, with automated deployments via **GitHub Actions** and **Docker** to my private server. Secured with **NGINX** reverse proxy and **Let's Encrypt** SSL certificates.

Python Raycaster

A first-person shooter demo inspired by Wolfenstein 3D and Doom, built entirely from scratch using **Python** and **Pygame**. Implemented a custom game engine featuring raycasting-based 3D rendering, sprite management with animation support, collision detection, and simple enemy AI. Designed an intuitive object handling system and created a demo level showcasing the engine's capabilities including textured environments and interactive weapons.

SKILLS

C# (**.NET**, **ASP.NET**, **Blazor**, **Entity Framework Core**, **UWP**) | **Python** (**Django**, **Django Rest Framework**, **FastAPI**, **Flask**, **SQLAlchemy**, **Selenium, Pytest**) | **JavaScript/TypeScript** (**React.js, Next.js**) | **HTML** | **CSS** | **Bootstrap** | **SQL** | **Linux** | **Docker** | **Git** | **Jira** | **Jenkins** | **GitHub Actions** | Familiar with **AWS** | **nginx**

EDUCATION

10/2021 – 01/2025   **Engineer** in **IT Automation Systems**

Wrocław University of Science and Technology

Thesis - ***Web application for tracking gym progress***

Grade 5.0

LANGUAGE

Polish	Native
English	B2