

Michał Proszek

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Info

Date of birth
7 Sep 1998
Place of residence
Jordanów, near Rabka-Zdrój

Education

II Liceum im. ks. Józefa Tischnera w Rabce-Zdroju
Rabka-Zdrój, Little Poland --- 2014 to 2017

Achievements

Google Code In 2014
Grand Prize Winner, Dec 2014 to Feb 2015

- During 50 days of the contest I had been working for Copyleft Games open-source organization, mainly developing integration and project management tools.
- I had used several languages and technologies such as, Python (most of my code), C++, Qt, Genie, and some C (GObject and CPython)

Lesser Poland's Informatics Contest
Finalist, 2013/2014

Engineering skills and experience

Good skills and knowledge of multiple programming languages and paradigms

- Good skills in Python, including the language semantics, standard packages
- Good skills and experience with JavaScript language, including front-end and back-end usage (good knowledge of NodeJS)
- Good skills in C++
- Adequate knowledge of Java, PHP, SQL, CSS3, Sass, and Genie

Experience with developing web applications

- Python development using Flask, Jinja2, Flask-RESTful
 - NodeJS back-end development using HapiJS
 - Moderate knowledge of AngularJS
 - Moderate knowledge of SQLite, PostgreSQL, MySQL and ORM frameworks
 - JavaScript front-end app development, including JQuery and Angular
 - Familiarity with front-end CSS frameworks e.g., Bootstrap and Semantic
 - Web development on Heroku platform
 - Web development on OpenShift (rhccloud) platform
 - Adequate knowledge of REST
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- Good knowledge of SFML 2D C++ desktop graphics engine
 - Moderate skills of libgdx, Android platform and HTML5 game development (pure canvas, Phaser.JS)

- Adequate knowledge of game design patterns
- Good knowledge and experience in Qt5 and GTK+, including GObject and other GNOME libraries
- Documentation generators, e.g., Sphinx, JSDoc and Doxygen
- Test Driven Development (Mocha.JS, unittest - Python)
- Version control systems, including Git and Mercurial
- Travis continuous integration system
- Project management and automation tools, e.g., NPM, Grunt, Bower, make, Gradle and setuptools
- Good knowledge of both GNU/Linux and MS Windows operating systems

Assets

- Ability and willingness to learn new technologies and solutions
- Inclination to write neat, clean and comprehensible code
- Maintaining overall picture of the project, even while implementing small details

Languages

- Polish - native
- English - working knowledge

Interests

IT-related

- Game Development -- design patterns, programming
- Mobile technologies and solutions
- System administration

Other

- Physics (cosmology)
- Geography and History
- Sports; mainly soccer
- Movies, music