

Michał Proszek

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<https://github.com/poxip>

Info

Place of residence
Jordanów near Rabka-Zdrój, Poland

Education

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

Professional Experience

QED Inc. | **Python/JavaScript Developer**

Software Engineer, Aug 2015 to present

- Development of web applications employing modern technologies such as Django, using Python and JavaScript
- Building and designing REST APIs
- Work with front-end JavaScript frameworks such as BackboneJS, Underscore, RequireJS
- Deployment of Python web applications using uWSGI, nginx
- Work with Bootstrap, Foundation Framework and SASS
- Built and designed a CAPTCHA service (including VanillaJS front-end)
- Have been working as a part of the [AfSIS](#) (Africa Soils) organization (geo surveying, GIS data)

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++
- Good skills in CSS and SASS
- Adequate knowledge of Java, PHP, SQL

Experience with developing web applications

- Python development using Flask, Jinja2, Flask-RESTful, Django, Django REST Framework

- NodeJS back-end development using HapiJS and Express
- Good knowledge of AngularJS
- Moderate knowledge of BackboneJS
- 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., Foundation, Bootstrap and Semantic
- Web development on Heroku platform
- Web development on OpenShift (rhcloud) platform
- Adequate knowledge of REST

- 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 (Karma, Jasmine, unittest - Python)

- Version control systems, including Git and Mercurial
- Travis CI, Jenkins
- Project management and automation tools, e.g., NPM, Gulp, 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 - professional working proficiency

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

