Personal Information:

NAME / SURNAME:	Przemysław Jabłoński
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Summary / Goals:

I am a **Mobile Developer** with expertise gravitating around **Modern Android App Development** techniques and good practices.

I combine an **academic foundations** of engineering with **professional experience** and extraordinary amount of **personal work**, showcased in my portfolio.

Passionately looking to sharpen **Mobile / Android** development skills as well as to **learn and share** newly acquired knowledge.

University Education:

FIELD OF STUDY:	Applied Computer Science (BASc degree, last semester)
UNIVERSITY:	AGH University of Science And Technology, Cracow

Professional Experience:

COMPANY / POSITION: *(July 2015 - Sept 2015)*	**Python Software Developer / Open-Source Analyst Intern** **UBS BUSINESS SOLUTION CENTRE, CRACOW**
	Development of automated web-based software to aid Open Source analysis. Advisory for Devs on OSS Licenses and scans.

Skills and Competences:

MODERN ANDROID:	Experience with modern app architecture: **MVP**, **Dependency Injection**, **SOLID** principles, use of the **most desired libraries** like Dagger2, Retrofit, Gson, ButterKnife, Picasso, Realm.io databases.
ANDROID SDK:	Practical knowledge of **Android SDK**: Fragments, Android Security internals, Responsive UIs, Cursors, multithreading and debugging.
TDD / CI / TESTING:	Familiarity with **Jenkins**, **Travis** CI and Codecov as well as **unit and UI tests** with JUnit, Mockito and briefly Espresso in **MVP** setting.
CORE JAVA / C#:	Deep knowledge of **Core Java / C#** concepts and technologies.
WEBDEV / NETWORK APIS:	Fluency in using, extending and handling web **HTTP APIs.**

Other Technologies:

WEB DEVELOPMENT:	GIT, Github, Symfony2 (PHP), Django (Python), Java Spring (briefly)
GAME DEVELOPMENT:	Unity3D (C#), LibGDX (Java), SFML (C++).

Language Proficiency:

ENGLISH:	Full professional proficiency
POLISH:	Native / Bilingual proficiency

Software Projects:

MODERN ANDROID:	Betterfy - Android client for Spotify Premium service, providing lighter, more responsive experience for users on the go.
MODERN ANDROID:	Adaptive Weather - Android app which queries forecast services APIs. in background and alerts user on sudden weather changes.
JAVA / ANDROID SDK:	Mini-weather-android - lightweight but sophisticated in backend-side weather forecast Android app.
C# / UNITY3D:	'Procedural Algorithms in creating virtual worlds for videogames' - Research and development of fully modular Procedural Algorithms family, designed for realtime 3D geometrical terrain generation.
PHP / SYMFONY2:	EasyProjectManagement - JIRA-like webapp for bringing simpler and friendlier solutions for 'amateur' project management

full list of projects and links available on my portfolio page.

Extracurricular Activities:

LOCAL GROUPS:	Member of **Google Android Developers Group** (Kraków).
HACKATHONS:	**Google #HashCode** competition, **'Amazon Echo'** Hackathon 2016.
COURSES:	Allegro Tech Workshops on **graph-based database** design (node4j, cypher), **GameDesire Academy** attendant, certified **'Introduction to Unity programming'** course, **Motorola EDU** workshops attendant.

Hobbies:

MUSIC / AUDIO PRODUCTION:	Home-recording, mixing and mastering for my SoundCloud page.
DIGITAL PAINTING:	Digital painting in Adobe Photoshop / Autodesk Sketchbook.

pszemek.me **PORTFOLIO** www

github.com/sharaquss **GitHub**

linkedin.com/in/przemyslawjablonski **Linked in**