| Personal Information:                          |   |
|--|---|
| NAME / SURNAME:                                | Przemysław Jabłoński  |
| TELEPHONE NUMBER:                              | (+48) 730 753 009   |
| PORTFOLIO / WEBSITE:                           | pszemek.me  |
| EMAIL:   | contact@pszemek.me  |
| 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 <b>Mobile / Android</b> development skills as well as to <b>learn and share</b> newly acquired knowledge.   |
| University Education:                          |   |
| FIELD OF STUDY:                                | Applied Computer Science (BASc degree, last semester)   |
| UNIVERSITY:                                    | AGH University of Science And Technology, Cracow  |
| 5 ( ) 15 .                                     |   |
| Professional Experience:                       |   |
| COMPANY / POSITION:<br>(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 Uls, Cursors, asynchronism, and debugging.  |
| TDD / CI / ANDROID 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 and extending web APIs using Retrofit and GSON.  |
| OTHER TECHNOLOGIES:                            | GIT, Github, Python (Django), JIRA, Jenkins, LibGDX, Unity3D.   |
|  |   |

| Curriculum Vitae            |  |
|-----------------------------|--|
|                             |  |
| Language Proficiency:       |  |
| ENGLISH:                    | Full professional proficiency  |
| POLISH:                     | Native / Bilingual proficiency   |
|                             |  |
| Software Projects:          |  |
| MODERN ANDROID:             | <u>Betterfy</u> - Android client for Spotify Premium service, providing lighter, more responsive experience for mobile as well as broader functionalities to the user.                               |
| MODERN ANDROID:             | Adaptive Weather - Android app which queries forecast services APIs. in background and alerts user on sudden weather changes.  |
| JAVA / ANDROID SDK:         | <b>Mini-weather-android</b> - 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:             | <b>EasyProjectManagement</b> - 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 <b>Google Android Developers Group</b> (Kraków).   |
| HACKATHONS:                 | Google #HashCode competition, 'Amazon Echo' Hackathon 2016.  |
| COURSES:                    | Allegro Tech Workshops on <b>graph-based database</b> design (node4j, cypher), <b>GameDesire Academy</b> attendant, certified 'Introduction to Unity programming' course.                            |
|                             |  |
| Hobbies:                    |  |
|                             |  |

pszemek.me PORTFOLIO www github.com/sharaquss GitHub(7)

Home-recording, mixing and mastering for my SoundCloud page.

Digital painting in Adobe Photoshop / Autodesk Sketchbook.

linkedin.com/in/przemyslawjablonski Linked in

**MUSIC / AUDIO PRODUCTION:** 

**DIGITAL PAINTING:**