

Personal Information:

NAME / SURNAME:

Przemysław Jabłoński

DATE OF BIRTH:

25th of February 1994

TELEPHONE NUMBER:

(+48) 730 753 009

EMAIL ADDRESS:

przjablonski@gmail.com



Summary / Goals:

"Young and creative software developer fusing an academic foundations of engineering disciplines, delivering optimised results, with professional experience.

Known for constant eagerness to learn exciting new technologies and willingness to share it with others as well.

Constantly looking to sharpen Java / Android mobile development skills."

University Education:

FIELD OF STUDY:

Applied Computer Science (BASc degree, 3rd year)

UNIVERSITY:

AGH University of Science And Technology, Cracow

DATES, FACULTY:

2013-2017, Metals Engineering and Industrial Computer Science

Professional Experience:

COMPANY / POSITION:

(July 2015 - Sept 2015)

Python Software Developer / **Open Source** Analyst Intern

UBS BUSINESS SOLUTION CENTRE, CRACOW

Development of automated software solutions for smoother Open Source analysis workflow. Advisory for Internal Development Teams regarding License Agreements and OSS Scan procedure.

Language Proficiency:

ENGLISH:

Full professional proficiency

POLISH:

Native / Bilingual proficiency

Hobbies:

MUSIC / AUDIO PRODUCTION:

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

DIGITAL PAINTING

Digital painting in Adobe Photoshop / Autodesk Sketchbook.

Skills and Competences:

<u>ANDROID SDK:</u>	Theoretical and practical knowledge of Android SDK components, like Fragments, Responsive UIs, networking, SQLite Helpers, Cursors, asynchronous components as well as debugging skills.
<u>ANDROID LIBRARIES:</u>	Experience with Gson, ButterKnife, Retrofit, Dagger and Picasso.
<u>JAVA AND C#:</u>	Fluency in Core Java and C# technologies and concepts, such as OO design, algorithms, containers, generics, Lambda expressions, anonymous classes, reflection and concurrency / multithreading.
<u>TESTS AND CI:</u>	Familiarity with Jenkins, Travis CI and Codecov as well as unit and instrumentation tests with JUnit and Mockito.
<u>LIBGDX AND SFML:</u>	Deep knowledge of LibGDX and SFML media frameworks.
<u>JIRA:</u>	Competency in using JIRA project ticket tracking system.
<u>GIT VERSION CONTROL:</u>	Everyday usage of GIT Terminal Version Control System (on github).
<u>SOFT SKILLS:</u>	Fine interpersonal, teamworking and task organising skills.
Software Projects:	<i>full list of projects and links available at my LinkedIn page in footer.</i>
JAVA / ANDROID SDK:	Betterfy - Android client for Spotify Premium service, providing lighter, more responsive experience for mobile as well as broader functionalities to the user.
JAVA / ANDROID SDK:	MiniWeather - lightweight but sophisticated in backend-side Weather Forecast Android mobile app.
PHP / SYMFONY2:	EasyProjectManagement - JIRA-like webapp for bringing simpler and friendlier solutions for 'amateur' project management
C# / UNITY3D:	'Procedural Algorithms in creating virtual worlds for videogames' Engineering Thesis Project - (Cellular Automata, Marching Squares, Perlin Noise, Genetic and Evolutionary Algorithms).
Extracurricular Activities:	
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.

github.com/sharaquass

linkedin.com/in/przemyslawjablonski

