

Przemysław Janiszewski

The Computer Science in Engineering student

CONTACT

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EDUCATION

Computer Science in Engineering

AGH University of Cracow
Oct 2021 -

Math-Physical profile

I Kazimierz Brodzinski High
School in Tarnow
Sep 2018 - May 2021

LANGUAGES

- Polish - native
- English - B1/B2

HOBBY

- Mathematics
- Ice-skating
- Volleyball
- Tennis

MAIN PROJECTS

Simple Checkers

- An application for playing checkers using the Min-Max algorithm and the SFML library

Estate Database

- The final project for the fundamentals of databases, featuring a graphical interface built with Tkinter

Tic Tac Toe

- A tic-tac-toe game with a simple AI, written using Pygame

Photo analysis app [In Development]

- An app that uses camera input to predict the age and gender of a person.

SKILLS

- C++ (intermediate-advanced)
- Windows/macOS (intermediate-advanced)
- Microsoft Office Suite (intermediate-advanced)
- Chat GPT (intermediate-advanced)
- SQL (intermediate-advanced)
- JetBrains IDEs (intermediate-advanced)
- Python [Pandas, NumPy, Matplotlib] (basic)
- CMake (basic)
- Linux (basic)
- UML (basic)
- Bash (basic)

OTHER

- First-degree Laureate in the nationwide Golden Index competition at the Silesian University of Technology in the field of Mathematics.
- Participation in a paid video quality research study at AGH University of Science and Technology.

CERTIFICATES

- Cisco Packet Tracer (2023)
- Python Core (2021)

I hereby give consent for the processing of my personal data for the necessary purposes related to the recruitment process, in accordance with the Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (GDPR).