Patryk Schneider

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EDUCATION

ULM UNIVERSITY OF APPLIED SCIENCES
BSc Computer Science
(in progress)
October 2019 - now
Semester 5
Specializations:
- Mobile Computing (1.33)
- Service Robotics (2.0)

Average grade: 1.73

COURSEWORK

SEMESTER 1
Introduction to Computer Science (1.0)
Technical Foundations of Computer Science (1.0)
Programming 1 (1.0)
Linear Algebra (2.3)
German 1 (passed)
Introductory Project (passed)

SEMESTER 2
Microcomputer Technology (1.3)
Computer Networks (1.7)
Databases (1.0)
Calculus 1 (2.3)
Programming 2 (1.0)
German 2 (passed)

SEMESTER 3
Theoretical Computer Science (1.3)
Embedded Systems (1.3)
Mobile Application Development (1.0)
Calculus 2 (2.3)
Programming 3 (2.7)
German 3 (passed)

SEMESTER 4
Operating Systems (1.0)
Web Engineering (1.7)
Realtime Systems (2.0)
Algorithms and Data Structures (2.0)
Stochastics (4.0)
Software Engineering (2.7)

SEMESTER 5
Internet of Things (1.3)
Autonomous Systems (2.7)
Distributed and Webbased Systems (1.3)
Pentesting (1.0)
Software Project (1.0)

LINKS

LinkedIn: **patryk-schneider-9b763b1ab**
Facebook: **patryk.schneider99**
Github: **roflije**
Leetcode: **roflije**

WORK EXPERIENCE

EMFITS GMBH | Praktikum Embedded Systems
September 2020 - October 2020 | Blaustein, Germany
- Python Flask
- HTML & JavaScript
- I2C
- Serial Port communication

EMFITS GMBH | Werkstudent Embedded Systems
October 2020 - Present | Blaustein, Germany
- Node-Red Framework
- Serial Port and GPIO communication through Node-Red & JavaScript
- C++ development with ESP-IDF Framework for ESP32 Dev Kit Microcontroller
- HTML/CSS/JavaScript Electron Framework development
- JavaScript StreamDeck Plugin development

PERI AG | Werkstudent Digitalisierung/Softwareentwicklung
November 2021 - April 2022 | Weißenhorn, Germany
- C development for microcontroller

LIEBHERR-HAUSGERAETE OCHSENHAUSEN GMBH | Werkstudent Embedded Software / IoT
May 2022 - Present | Ulm, Germany
- Vue.js development

SKILLS & KNOWLEDGE

Programming
- C/C++ (intermediate)
- HTML/CSS/JavaScript (intermediate)
- Electron framework (intermediate)
- Vue.js framework (basics)
- Java & Native Android (basics)
- Swift development for iOS (basics)
- Python (basics)

Software Engineering
- Software Design (patterns, architectures)
- Complexity Analysis

Languages
- Polish (native)
- English (C1)
- German (A2-B1)