



# Sara Stec

📍 Romaszewskiego 8/62, 01-892 Warsaw, Poland

✉ sara.stec1002@gmail.com

☎ +48 728 499 263

🌐 [sarastec.github.io](https://sarastec.github.io)

 Sara Stec

[linkedin.com/in/sara-stec-2aa42228a/](https://linkedin.com/in/sara-stec-2aa42228a/)

 sarastec

[github.com/sarastec](https://github.com/sarastec)

## Summary

I am a fourth-year Computer Science student at Warsaw University of Life Sciences and I'm looking for a job in the IT field. I am most passionate about object-oriented and low-level programming as well as web development. Those who work with me describe me as creative and an analytical thinker. I learn quickly and enjoy acquiring new skills. At your company, I will strive to utilize my existing skills as well as gain entirely new knowledge.

## Experience

### • Software tester - Internship

Vowos sp. z o.o

09.2023 - 10.2023

- Manual testing of software used in television stations and reporting bugs in the appropriate format.
- Writing technical documentation for these softwares
- Working with Microsoft Office

### • Archivist

Polish Press Agency

06.2020 - 08.2020

- Archiving documents for the accounting department
- Verifying data in documents and entering it into the internal system and Excel
- Ongoing office assistance

## Education

### • Warsaw University of Life Sciences

Computer Science, stationary, engineer's degree

10.2021 - Present

- Average grade for the 6th semester / overall - 4,55 / 4,23

## Projects

### • Quanta - time management web application

A demo application created by a team of fourteen people. Its goal is to help users find time for friends and family easily by displaying their schedules.

- Position: project manager
- Nuxt3, Vue.js, CSS, HTML, FastAPI, Python, PostgreSQL

### • 16-bit music player

An application for the MS-DOS emulator DosBox that combines my passion for programming with my passion for music. It allows the user to play several of my favorite tracks from video games in my own arrangements.

- x86 Assembly

### • SlimeBeats - rhythm game

A small rhythm game made in Unity. The player's objective is to hit enemies to the beat of the music.

- Unity, C#

### • More projects on my website:

[sarastec.github.io](https://sarastec.github.io)

## Hard skills

- Programming languages:  
C#, Python, HTML, CSS,  
JavaScript, TypeScript, SQL,  
MATLAB, x86 Assembly
- Frameworks:  
Vue.js, Nuxt, Tailwind CSS,  
FastAPI
- Tools:  
Git, Visual Studio Code, Microsoft  
Office

## Soft skills

- Attention to detail and precision
- Positive attitude
- Teamwork
- Analytical thinking
- Willingness to learn and  
continuously develop skills

## Languages

- Polish - native
- English - C1
- French - B1

## Interests

In my free time, I read books and play puzzle and role-playing video games. I also create various crocheted and knitted handicrafts.

Besides mathematics and computer science, my greatest passion is music - my favorite instrument is the piano, which I have been playing for 9 years.

**Feel free  
to contact me!**