



SEBASTIAN MORTA

Software Engineer

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Wrocław, Poland

SKILLS

C#

ASP.NET Core MVC

Entity Framework Core

Python

Xamarin

CSS

JS

GIT

Visual Studio

C++

Java Android

Azure IoT

Scala

ABOUT ME

I am a Fullstack developer and student of the Wrocław University of Science and Technology. I'm 23 years old. I am involved in, among others, tutoring in the field of physics and mathematics. My driving force are new, interesting challenges.

EMPLOYMENT HISTORY

Fullstack developer | DSR Solutions

June 2021 – Present

Wrocław

I am responsible for the development of web applications in **ASP.NET MVC** technology using **Angular** and **AngularJS**. I am also developing a mobile application in **Xamarin**. While working, I used tools such as Visual Studio, Microsoft SQL Server Management Studio Azure DevOps and Visual Studio Code.

Internships | ATROM

July 2020 – September 2020

Ostrów Wielkopolski

Manage data in Company software, write applications in JavaScript and Java.

Customer services adviser | Media Expert

May 2016/17 – August 2016/17

Ostrów Wielkopolski

Providing information and advice to customers on the purchase of products.

PROJECTS

Azure IoT

July 2020 – November 2020

I created a web application that assumed communication with IoT devices via the Azure Cloud Services. Cloud platform developed in Azure that allows communication with IoT devices by web application created with ASP.NET MVC Core framework and the Azure portal to make the application. The application simulates the operation on IoT devices (in this case, a coffee machine). Through the application, you can add a new device and control its activities, as well as receive information about its current status. This program was created for the engineering work.

LANGUAGES

Polish: Native

English: Intermediate /
B2.2

Android Protocol app

 June 2020 – September 2020

During the internship I made a mobile application in Java. This app is meant to help assemblers with complement the montage protocol. The app uses few API to get current location and company requests to get data from CRM host. First application send request to log in, if user figure in database app load and auto complement part of the form.

Coward

 January 2020 – May 2020

A "endless run" type game created by a group of six people. This game consist in steering a human character, collecting points and avoiding obstacles so as not to be caught by an angry cow which is chasing him. I was responsible for creating animations and 3D models. The project was made for Dolby Atmos as team project from students course. This project was made using Unity, Blender and Atmos.

EDUCATION

Automatic and Robotics | Wrocław University of Science and Technology

 October 2017 – 2021

 Bachelor of Engineering

Control Engineering and Robotics in Faculty of Electronics specialization in Computer Science Knowledge

My courses focus on

- Database - building simple web application with use python Django and PostgreSQL, developing database projects with Entity Framework
- Algorithms - sorting algorithms, MIN-MAX and task scheduling algorithms, process control
- Object-oriented programming C++ - introduction to class building based on encapsulation, polymorphism, inheritance and abstraction
- Operating Systems - basic knowledge on system construction and bash scripts writing

Big Data Analytics | Wrocław University of Science and Technology

 October 2021 – 2022

Trustet Artificial Intelligence Systems | Wrocław University of Science and Technology

 October 2021 – 2022

I LICEUM OGOLNOKSZTALCACE IN OSTROW WIELKOPOLSKI

 September 2014 – May 2017

COURSES AND COMPETITIONS

KN Kredek | Wrocław University of Science and Technology

 October 2019 – February 2020

Hackathon | Hackathon PGS Software x EKA.NET

 October 2019

My team took 3rd place. We have created an application that scraping events from facebook and meetup. The application called Mappka was a web app. Show all open events in the area and show them on the map.

RODO

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with 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 (General Data Protection Regulation).