



SEBASTIAN MORTA

Software Engineer

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sebastianmortা

Wrocław, Poland

SKILLS

- C#
- ASP.NET Core MVC
- Entity Framework Core

- Python
- HTML5
- CSS
- JS basics
- GIT

- Visual Studio
- C++
- Java Android
- Azure IoT

HOBBIES

- Physics
- Football
- Powerlifting
- Mathematics
- Drawing
- 3D Modelling
- History
- Programming
- Science

LANGUAGES

Polish: Native

English: Intermediate / B2.2

ABOUT ME

I am a 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

Customer services adviser | Media Expert

May 2016 – August 2016

Ostrów Wielkopolski

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

Customer services adviser | OBI

June 2017 – August 2017

Ostrów Wielkopolski

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

Internships | ATROM

July 2020 – September 2020

Ostrów Wielkopolski

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

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.

Android Protocol app

June 2020 – Sepember 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 consists 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.

GainApp

 January 2020 – April 2020

It is a web application to customize training plan created by a group of three people. The application should display short form for the user and return prepared training plan. Collection of exercises and user's plans were stored in a database. To build project and manage database I employ Microsoft SQL Server Management Studio, Azure Data Studio and Visual Studio. Technologies I used: Entity Framework Core, Linq, ASP.NET Core MVC

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

I LICEUM OGOLNOKSZTALCACE IN OSTROW WIELKOPOLSKI

 September 2014 – May 2017

Mathematical - physical profile

COURSES

KN Kredek | Wrocław University of Science and Technology

 October 2019 – February 2020

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).