Sebastian Morta
Young Software Engineer

Wrocław, Polska
500134521 · morta.sebastian@gmail.com

🔗 Github, Linkedin

Skills

C#

ASP.NET Core MVC

Entity Framework/Entity Framework Core

Python

HTML/CSS/Javascript basics

GIT

Visual Studio

C++

Java Android

Azure IoT

Hobbies

Quantum physics
Football
Philosophy
Powerlifting
C#
Python
Drawing
3D modelling
Music
History

Languages

English (B2.2)
▬▬▬ ▬▬ ▬▬ ▬▬ ▬▬

Employment History

Customer services adviser, OBI, Ostrów Wielkopolski

June 2016 — August 2016

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

Customer services adviser, Media Expert, Ostrów Wielkopolski

May 2017 — September 2017

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

Internships, ATROM, Ostrów Wielkopolski

July 2020 — September 2020

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.

GainApp

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

Android Protocol app

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

A "endless run" type game created by a gruop 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

Wrocław University of Science and Technology Automatic and Robotics

October 2017 — Present

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
- 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