
SZYMON PIECHACZEK

Software developer

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Experience

2018/07 - present

Brown Brothers Harriman - software developer

As a developer, I was working with projects written in Java (Spring, Spring Boot, JUnit and Spock testing, Hibernate, REST), Angular 5 and 7, built by Jenkins and running on Tomcat. Moreover, I was working with Jira, GIT, Gradle, Maven, Jenkins, Postman and Tomcat servers.

2018/03 - 2018/06

Brown Brothers Harriman - software development internship

Education

2015/10 - 2019/01

AGH University of Science and Technology in Cracow

Faculty of Electrical, Control, Computer and Biomedical Engineering.

Field of Study: Computer Science

Graduate thesis: Design and implementation of the affective loop in a 2D game in Unity engine.

Degree: inżynier - corresponding to Bachelor of Science

Skills

Java - Spring, Spring Boot, Dependency Injection, Hibernate, JPA, AoP. IntelliJ is preferred IDE.

Web development - working with Angular5 and 7, know basics of CSS but prefer SASS, basics of HTML and Bootstrap.

SQL - working with Oracle, H2, DB2 and Stored Procedures

Testing - TDD, JUnit, Groovy/Spock, Postman

Good practices - love *Clean Code*, care about quality of code, OOP and correct RESTful architecture. I try to adapt design patterns to the written code.

Teamwork - GIT, Jira, Agile, Scrum.

StackOverflow - fluently searching in :)

Basic knowledge about Unity and C# scripts due to my dreams of work in game development.

Basic knowledge of Android Studio, one project in Swift for iOS on the studies.

2018/10 - 2019/01
https://bitbucket.org/szymonpiechaczek/praca_inzynierska_final/src/master/

Usually I use the Mac OS so I know how to use Linux (Windows too) systems.

Projects

BSc thesis - Design and implementation of the affective loop in a 2D game in Unity engine.

Main target of thesis was a preparation of an isometric view game implementing affective loop - mostly analysing face image in order to determine current player emotion and in the consequence, adapt the game.

2018/03 - 2018/06
<https://bitbucket.org/szymonpiechaczek/sudoku-rest/src/master/>

Sudoku solver with OCR and HTTP connection - project was taking a picture, parsing it into binary code, solving, saving to DB (LiteDB) and returning the solved response.

2017/10 - 2018/01
<https://github.com/szymonpiechaczek/fpsMultiplayer>

Multiplayer First Person Shooter game made in Unity3D for the Software Engineering course. Together with my colleagues I have created game using Unity Engine and Photon Unity Networking. It learned me how games work and how to create multiplayer logic in a game.

2017/10 - 2018/01

Another project was for Design Patterns course. We have learned how to use design patterns in practice. We used patterns like: Strategy, Factory, State or Facade. It let me get a knowledge about using this.

Languages

Polish - native

English - B2/fluent. I graduated bilingual class.

Interests

Games - both console and board games, I am able to spend whole day with friends playing board games. I also enjoy smoked whisky and craft beers in a good company.

Music - I have played drums for over 7 years.

Fantasy - books, movies, games,... and everything.

Additional activities

2012/05 - 2015/01

The Association of Polish Scouts

2017/10 - 2018/06

BIT Shader student research group.