SZYMON PIECHACZEK

Junior software developer

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szymonpiechaczek@gmail.com

Cracow

Education

2015/10 - present

AGH University of Science and Technology in Cracow
Faculty of Electrical, Control, Computer and Biomedical Engineering.

Field of Study: Information Technology

Skills

Programming in Java (OOP, TDD), C# (for Unity scripts, in Visual Studio), C/C++. Moreover, I know basics of Matlab and Pascal.

I know basics of web development, including: HTML, CSS, JS, PHP, Bootstrap, WordPress. I know basics of PostgreSQL.

I can do simple operations in Adobe Photoshop.

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

I can work in Scrum methodology. GIT is in daily use.

Projects

2017/10 - 2018/01

https://github.com/szymonpiechaczek/fpsMultiplayer

Multiplayer First Person Shooter game made in Unity for Software Engineering course. Together with my colleagues I have created game using Unity Engine and Photon Unity Networking. Moreover, we have used Visual Studio for scripts, Trello for organize weekly tasks. It learned me how games work, how to create multiplayer logic and handle conflicts on GIT. In addition, it helped me to deal with time pressure.

2017/10 - 2018/01

Second project is 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.

2018/01

https://github.com/szymonpiechaczek/SterowanieZaluzjami

Also, I had to make multitasking program. I made simulation of roller blinds controller. This code was not great, I created some bugs and fallacies, but it helped me to understand how that should work correctly. Project is in polish language.

Languages

Polish - native

English - B2. I graduated bilingual class.

Interests

Games - both video and board games, I am able to spend all day with friends playing board games. I am interested in game development, playing games and everything that goes with it.

Music - I have played drums for over 7 years.

I can solve Rubik's Cube in 1 minute.

2012/05 - 2015/01

2017/10 - present

Additional activities

The Association of Polish Scouts

BIT Shader student research group.

LinkedIn

GitHub

My portfolio

Links

linkedin.com/in/szymon-piechaczek/

github.com/szymonpiechaczek/

szymonpiechaczek.github.io/