

# AMY OPAS

Software Engineer

## CONTACT

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## LANGUAGES

Polish: Native  
English: C2

## TECH SKILLS

- Python Rust C C#
- Java HTML JS CSS
- Lua GLSL Selenium
- Windows Linux Git
- GitHub SQL NoSQL
- Godot Unity AutoHotkey
- CAD Code Optimization

## KNOWLEDGE

- Object-Oriented Programming
- Functional Programming
- Low-Level Programming
- Algorithms Data Structures
- Databases CS Logic
- Computer Architecture
- Computer Networks
- Operating Systems
- Reverse Engineering

## SOFT SKILLS

- Leadership Problem-Solving
- Critical Thinking Mentoring
- Teamwork Responsibility
- Thinking Outside The Box
- Logical Approach Adaptability

## PROFESSIONAL EXPERIENCE

Freelancer - Software Engineer

Mar 2020 - Current

CAD Designer

Budma Trade Sp. z o.o.

Nov 2022 - Jan 2023

Koło, Poland

Open Source Maintainer

ReaperMC

Feb 2022 - Jan 2023

GitHub (Remote)

Game Developer

Logdotzip Studios, Inc.

Jul 2022 - Sep 2022

USA, Austin, Texas (Remote)

## EDUCATION

Zespół Szkół Technicznych w Kole

Sep 2021 - Jun 2022

Koło, Poland

Zespół Szkół Ogólnokształcących i Technicznych w Kłodawie

Sep 2019 - Jun 2021

Kłodawa, Poland

## PROJECTS

Crankshaft

Python - Poetry - pytest - Sphinx

- Developed a feature-rich and versatile event handler from scratch, utilizing innovative optimization techniques to enhance performance.
- Created detailed technical documentation for the project, providing clear guidance to users on how to effectively use the library.

Wicked-Expressions

Python - Poetry - pytest

- Developed an improved version of an existing library, adding user-friendly abstractions similar to those in py pandas.
- Enhanced the library by introducing missing comparison features, making it more versatile and accessible.

Fast-Movement-Fix

Python - Matplotlib

- Created a fix addon for Minecraft that improves air movement at higher speed modifiers by applying dynamic force impulses.
- Used Matplotlib to analyze and visualize data on various movement speed values in a 2D graph.

LoL-Batch-Name-Checker

Python

- Developed an automated tool for batch-checking usernames in League of Legends, streamlining the process of identifying available and unique account names.
- Utilized the League of Legends public API along with the Python requests library to efficiently check name availability, bypassing standard client-side rate limits.