

# Tomasz Wojtkiewicz

Undergraduate Computer Science Student



## Personal Info

### Email

tomasz.wojtiewicz@outlook.com

### Phone

730310140

### Address

ul. Morelowa 13, Ozorków

## Skills

C programming	★★★★★ Intermediate
C++ programming	★★★★★ Intermediate
Java programming	★★★★★ Intermediate
Python programming	★★★★★ Intermediate
Git	★★★★★ Basics
Swift programming	★★★★★ Basics
C# programming	★★★★★ Beginner
UX design	★★★★★ Beginner

I am a 2nd year Computer Science student. I specialize in Java and Python programming. My dream job would be a game developer, so I am also learning C++ and C#. During the course of my studies I also learned a lot about C. For a small period of time, I was interested in writing apps for MacOS and iOS, so I know a thing or two about Swift.

Currently, I am looking for a student internship, after which I would be interested in a part-time job. I am a fast learner with proper etiquette, who can teach and manage a team efficiently. I am also eloquent and well organized.

## Work History

2018-06 - 2018-09	<b>Advanced machine operator</b> <i>HTL - Strefa S.A., Ozorków</i> My duties included operating the machine and solving its errors.
----------------------	---

## Projects

2020-11 - present	<b>Simple pixel-art style Civilization game (C#, Unity engine)</b> <i>Full stack developer, graphic designer</i>  In my free time I am working on my personal project, which is a civilization series type game. I have already implemented map generation functions, capital selection, basic unit type, basic income mechanism and borders that update accordingly to the territory of the players. Currently I am working on the user interface.
2020-05 - present	<b>Simple "Super farmer" board game implementation (Python)</b> <i>Full stack developer</i>  I made a simple implementation of a popular polish board game "Super farmer". The players can play with each other and even complete the game, but there are no bots. That is why I can not truly say the project is finished.
2021-04 - 2021-05	<b>Simple Android Chess (Java)</b> <i>Full stack developer</i>  I made a simple version of chess for Android. Everything in this project was made programmatically, without using the scene editor.
2021-05 - 2021-05	<b>Units converter with GUI (Java, Swing)</b> <i>Full stack developer</i>  I made a GUI application that allows the user to select a unit (Degrees, Gradians, Degrees/Minutes/Seconds), enter the corresponding value and convert it into the selected unit.
2021-01 - 2021-02	<b>FAT16 parser (C)</b> <i>Full stack developer</i>  I made a console app that takes a FAT16 volume and maps it into corresponding standard structures.
2020-03 - 2020-05	<b>Mobile Bank App UX Design (Adobe xd)</b> <i>Team leader, lead UX Designer</i>  I created a UX design for the mobile banking app of the future. It contained a presentation of few main features that me and my team would expect from a perfect mobile banking application. I have also created a book of visual identification for this project.

## Software

Microsoft Office	<div><div>★★★★★</div><div>Advanced</div></div>
IntelliJ, PyCharm, Clion	<div><div>★★★★★</div><div>Intermediate</div></div>
Adobe XD	<div><div>★★★★★</div><div>Beginner</div></div>
Adobe Photoshop	<div><div>★★★★★</div><div>Beginner</div></div>
Unity Engine	<div><div>★★★★★</div><div>Beginner</div></div>
3ds Max	<div><div>★★★★★</div><div>Beginner</div></div>
AutoCAD	<div><div>★★★★★</div><div>Beginner</div></div>
Windows	<div><div>★★★★★</div><div>Advanced</div></div>
MacOS	<div><div>★★★★★</div><div>Advanced</div></div>
Linux	<div><div>★★★★★</div><div>Beginner</div></div>

## Languages

Engilsh	<div><div>★★★★★</div><div>B2/C1</div></div>
According to my FCE results, I can read and listen on C1 level and speak and write on B2 level, which is considered an B2+ level. However, I am constantly improving in this field, so I think my abilities have scaled up.	

## Soft skills

- Writing reports and proposals
- Critical and analytical thinking
- Research
- Troubleshooting
- Willingness to learn
- Tasks management and delegation
- Good communication and team-working

2019-10  
- 2020-01

**Image drum machine (Python)**  
*Team leader, full stack developer*

Me and my team made an image converter that creates .wav files containing a drum beat based on the contents of the input image and selected tempo.

## Education

2018-10 - present	<b>Faculty of Electrical, Electronic, Computer and Control Engineering of Lodz University of Technology, Łódź</b> <i>Bachelor of Engineering, Computer Science</i>
2015-09 - 2018-06	<b>I Liceum Ogólnokształcące im. Stefana Żeromskiego, Ozorków</b> <i>Graduate, Math, Physics, English</i>

## Certificates

2017-05      **First Certificate in English**

## Hobbies

I create games in my spare time. When I want to take a break from coding I produce music and play guitar. I am also generally interested in the internet culture, because I think it allows me to know a thing or two about online marketing and current trends.

\*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).