Maksymilian Kułakowski

Software Engineering Intern

Personal Info

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GitHub
https://github.com/unseen2004

LinkedIn
https://www.linkedin.com/in/maksymilian-kulakowski

Website
https://unseen2004.github.io/

Skills

Programming Languages: C/C++, Java, JavaScript/TypeScript, Python, SQL

Technologies & Frameworks: Linux, Git, GitHub, Node.js, Spring Boot, Express.js, PostgreSQL, Prisma

Other Skills: Algorithms & Data Structures, Design Patterns, Analytical Thinking, Mathematics, Communication skills

Driver's license, Category B.

Languages

Polish - Native

English - C1

Passionate and motivated Computer Science student with a strong technical foundation and a keen interest in software development, problem-solving, and continuous learning.

Education

2023-10 - present

Algorithmic Computer Science

Wrocław University of Science and Technology

Recently joined the Solvro Science Club (Backend Section)
Currently enrolled in .NET course at Kredek Science Club

Projects

Cocktail API (RESTful API for Cocktail Management)

Technologies: JavaScript/TypeScript, Node.js, Express.js, PostgreSQL, Prisma

Developed a RESTful API for cocktail recipes, ingredients, and user data, with authentication, role-based access control, and robust unit/integration tests using Jest.
Developed as a recruitment exercise for a science club.
Link: https://github.com/unseen2004/cocktails-api

Endless Runner (2D Infinite Running Game)

Technologies: C++, Raylib

Developed a modular C++17 game with object-oriented design and asset separation. Implemented smooth animations, collision detection, endless terrain, cross-platform builds with CMake, and optimized memory management for real-time performance.
Link: https://github.com/unseen2004/EndlessRunner

Chinese Checkers (Classic Board Game Implementation)

Technologies: Java, JavaFX, Spring Boot

Designed and implemented a digital Chinese Checkers with a visually appealing interface and multiplayer client-server architecture.
Utilized Spring Boot for a scalable backend and efficient game state management.
Link: https://github.com/unseen2004/chineseCheckers

Python-jp (Japanese Python)

Technologies: Python

Created a custom Python preprocessor that allows developers to write Python code using Japanese keywords.
Implemented CLI tools for script execution and seamless translation between Python and Python-jp.
Packaged as an installable library with easy setup via pip.
Link: https://github.com/unseen2004/Python_jp

Gluco-App

Technologies: Kotlin, Android, Databases

Implemented a note-taking app for glucose-related entries, integrating databases with a clean UI and support for English and Japanese.

Hobby/Interest

- Japanese Language & Culture
- Machine Learning & AI
- Bug Finding in Video Games (https://www.tiktok.com/@unseen00_)

AlgoLib (C++ Collection of Classic & Advanced Algorithms)

Technologies: C++

Developed a library featuring STL-based algorithms and advanced techniques like Bloom Filter, Ford-Fulkerson, and Red-Black Trees, with extensive unit tests for validation.
Link: https://github.com/unseen2004/AlgoLib