

# KRZYSZTOF WIATR

TESTER WITH PROGRAMMING EXPERIENCE

+48 668 412 855

krzywiatr@gmail.com



## EXPERIENCE

### DIGITAL PLATFORM SPECIALIST

#### ORANGE FOUNDATION | SINCE 04.2019

- I test and write documentation for platform that have 75 000 users. I write test cases and implement them.
- Platform has three functions:
  - e-learning, where teachers learn content based on STEAM curriculum,
  - administrative, which is tracking tool for EU project which is worth 50 million PLN
  - monitoring and financial, where we let organisation for applying for funds and manage balances between Operator of the 40 million fund and partners.It is a digital tool for managing every level of largest digital education project for teachers in Poland.
- I introduced Agile methods for team management: working on the Kanban board, tracking tools for tasks

#### COPERNICUS SCIENCE CENTRE | 02.2018 - 04.2019

##### PROJECT MANAGER

- I managed a team that creates the largest educational event of the Copernicus Science Centre. Event last year was focused on technologies in education such as: 3d printing, CNC cutting, lasers, microcontrollers like Arduino, Mirco: Bit, Raspberry Pi and Fab Labs.
- I introduced Agile methods for team management: working on the Kanban board, tracking tools for tasks and planing the conference content on UX principles: empathy maps, representing individualtarget groups of the conference.

## SUMMARY

I am specialist on the border of two worlds: IT and people. I learned programming, worked in the fields of training and now I continue my career in the field of IT.

## SKILLS

- English: fluent
- Javascript
- HTML
- CSS
- Testing
- During ISTQB certification course
- Driving licence: B i A
- Programming: junior front end developer
- High ability to cooperate in intercultural teams
- Analysis
- Problem Solving

## TRAINER

### FOUNDATION FOR DEVELOPMENT OF EDUCATION SYSTEM | SINCE 06.2014

- I plan and deliver trainings connected to technology, for example:
- "IT tools for trainers" Training for trainers from multiple EU countries focused on using IT tools in the trainer's work.
- "Play On 2" seminar focused on gamification in education for organizations from multiple EU and non-EU countries .
- "Innovate your teaching through methods like gamification, e-learning, Design Thinking, Project Based Learning, use of new technologies in higher education" seminar aimed at establishing partnerships and creating projects in the field of innovation in higher education.

## EDUCATION

### SOFTWARE TESTING FUNDAMENTALS

#### UNIVERSITY SYSTEM OF MARYLAND

- Development of documentation and execution of software test cases
- Creation a software test to meet an objective
- Identify types of software defects

### APPLIED SCRUM FOR PROJECT MANAGEMENT

#### UNIVERSITY SYSTEM OF MARYLAND

- Project management processes, roles, mechanics, and philosophies behind Scrum, the simplest and most pure approach to managing work at the team level.

### JAVASCRIPT DEVELOPER: REACT CODERS LAB

- 320 hours, stationary bootcamp, 3 projects on github.
- Content: HTML5, CSS3, Vanila JS, SASS, RWD, Gulp, JQuery, JS6, React Js

## CERTIFICATES

- Javascript developer: React
- FCE -certificate of english by British Council

## INTERESTS

Technology is my passion. I love traveling and motorbikes, mountains and adventures. I read a lot, mainly reportages, fantasy literature and everything that can develop my knowledge about the world and how technology changes reality.