KRZYSZTOF WIATR
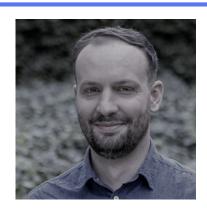
PROJECT MANAGER

+48 668 412 855   **krzywiatr@gmail.com**

EXPERIENCE

DIGITAL PLATFORM SPECIALIST/ PROGRAMME COORDINATOR
ORANGE FOUNDATION| SINCE 04.2019

- I manage a team that creates Lesson:Enter, a platform for 75 000 teachers.
  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 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 manage 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, 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
studied psychology, learned
programming, worked in the fields
of training and now I continue my
career in the field of it
management.
I look on the it management
widely: as connection of
I would love to meet you and tell
you more about it.

INTERESTS

Technology and people are 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. Programming is my new
passion.

TRAINER
FOUNDATION FOR DEVELOPMENT OF EDUCATION SYSTEM | SINCE 10.2012

- 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.

CERTIFICATES

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

EDUCATION

SKILLS

- English: fluent
- Driving licence: B i A
- Programming: junior front end developer
- High ability to cooperate in intercultural teams

APPLIED SCRUM FOR PROJECT MANAGEMENT

UNIVERSITY 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

PSYCHOLOGIA
UNIWERSYTET WROCŁAWSKI

- MA in Psychology
- My favourite subject was psychology of commerce

TRAINING OF TRAINERS FOR EUROPEAN PROJECTS
SALTO (European Commision)

- 400 hours of TOT training in the topic of intercultural cooperation
- Most important for me was to learn how to cooperate sucesfully in international teams