



CONTACT

- wroblewskiwojciech161@gmail.com
- www.linkedin.com/in/wroblewskiwojciech161
- +48 515 680 740
- www.github.com/wroblewskiwojciech161

INTERESTS

- IT:
- computer security
 - frontend technologies
- Other:
- physics, quantum computing
 - astronomy
 - music

STRENGTHS

- ability to work in a team
- creativity and caring for details
- desire to learn
- analytical thinking
- knowledge of basic technologies

LANGUAGES

- Polish native
- English advanced

Curriculum vitae

Wojciech Wróblewski

ABOUT ME

I’ am a computer science student at the Wrocław University of Technology with a great passion for the frontend and backend. I am currently looking for a job or internship

EDUCATION

- Engineering studies - Computer Science
- Faculty of Fundamental Problems of Technology
- Wroclaw University of Science and Technology
- 2018 - now

SKILLS

- Proficiency in using Linux and Windows systems
- Knowledge of Git, Svn
- The most commonly used programming languages: Python, JavaScript
- Knowledge of : CSS, HTML, React.js, BashScript, Node.js environment, Scrum & Agile methodology
- Databases, most often MySQL
- Basic knowledge of Flask, Django frameworks and basic skills of using Julia, C ++, Java languages

WORK EXPERIENCE

- 11.19 - now member of the software department of the SCORPIO project (OFFROAD science club) at the Wrocław University of Technology
- 11.2020 participation in the implementation of www.pomerania360.eu as a programming aid.
- 01.2021 contract of mandate, static page www.kabaretpaka.pl

PROJECTS

- Podróżownik** - web application dedicated to motorcyclists and all travel enthusiasts. Mainly using React and Django technologies. It is available on <http://podrozownik-prod.herokuapp.com> .
- B.A.S.I.O.R** (Badanie adaptacji systemu i ograniczeń ruchu) - application in client-server architecture simulating the movement of selected tram lines in Wrocław. It simulates the behavior of how optimally trams should behave during traction failure. It allows you to visualize how the graph of the city's tram networks will change when removing communication nodes. The main technologies are Html, CSS, Python, Flask and the OSMNX library (code available on github)
- Kabaret PAKA** - static website made in React.js technology. Available at <https://kabaretpaka.pl>.
- HopeDope Home Brewery** - static page made using HTML, JavaScript, CSS. Available at <https://wroblewskiwojciech161.github.io/HomeBreweryPage/>
- BeerCompiler** - compiler of a Pascal-like imperative language into the language of a six-register virtual machine (simple assembler), made in Python3 with the help of the library SLY (Sly Lex Yacc). Code available at <https://github.com/wroblewskiwojciech161/BeerCompiler>.

more projects available on github