


Michał Proszek

Software Engineer

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 <https://github.com/poxip>



Summary

A creative, fast learning and capable software engineer with abilities and willingness to design & implement complex solutions.



Work experience

QED Inc. Software Engineer
Aug 2015 to March 2016

Full stack development of modern web applications, utilizing Django (Python) and BackboneJS (JavaScript)

Architecting and designing REST APIs and service-orientated architectures

Front-end design and development, using SASS

Worked for clients including [Africa Soils](#)



Achievements

Google Code-in 2014 Grand Prize Winner
Dec 2014

Worked with Copyleft Games, a non-profit association that promotes entertainment software licensed under copyleft licences.

Collaborated with other contributors and used technologies including Python, C++, Qt, Genie

Selected as a Grand Prize Winner

Lesser Poland's Informatics Contest
Finalist
2013/2014



Education

2nd High School in Rabka-Zdroj
Rabka-Zdroj, Lesser Poland --- 2014 to 2017

Skills and Traits

Knowledge and experience with multiple programming paradigms and software design patterns

Ability and willingness to learn new technologies and solutions

Inclination to write neat, clean and comprehensible code

Maintaining overall picture of the project, even while implementing small details

Speaks Polish and English

Experience with version control systems, continuous integration, and project management & automation tools