

GRZEGORZ KMITA

+48 576 566 560 | grzegorzkmita@tuta.io | [linkedin.com/in/grzegorzkmita](https://www.linkedin.com/in/grzegorzkmita) | github.com/jirafey

EDUCATION

West Pomeranian University of Technology

Computer science engineer

Szczecin

Jun 2022 – Jul 2026

Python, Microsoft Access, Excel course

Passed

encodeme-maturalnie.pl

Jan 2022 – May 2022

PROJECTS

grzegorzkmita.com | [GitHub](https://github.com) | *HTML, CSS, JavaScript, Git, Vercel*

2020 – Present

- I created a personal portfolio website with a minimalist front-end
- I have integrated Vercel with GitHub. Every *git push* is followed by a website update if it passes all checks from Vercel.
- I have created a subpage dedicated to the colloquial Chinese words used in the game Teamfight Tactics.
- I have added graphics representing the items in game and their names, as well as popular vocabulary used by the Chinese

Program to manage personal data from a list | [GitHub](https://github.com) | *C, Git*

Feb 2023

- I built a program on a doubly linked list structure. I used dynamic memory allocation.
- I have implemented add/delete/save to file/read from file/sort (bubble)/search.

Program multiplying matrices from a file | [GitHub](https://github.com) | *C, Git*

Sty 2023

- I created the program using pointers and dynamic memory allocation.
- I have implemented writing a matrix to a file, generating a random matrix, writing a random matrix to a txt file

Square Madness | [GitHub](https://github.com) | *Python, pygame, Git*

Cze 2022

- *Single-player 2D space shooter. Enemies follow the player in an attempt to obliterate him, while the player dodges enemy missiles and upgrades his ship.*
- I created a fully functional game menu, including audio and video settings (full screen/window).
- I added an ending, hints for the player, improved, among other things, the system of receiving damage, the UI and adjusted the difficulty level
- I composed the music, created the concept art and added SFX.

Teacup Adventure | [GitHub](https://github.com) | *Python, pygame, Git*

Lut 2022

- *Single-player 2D platformer with interesting mechanics - when the user jumps, a droplet flies out of the character, which must be picked up to jump again.*
- I composed the music, added SFX, created the graphics used in the game.
- I fixed the collision system and adjusted the difficulty level.

Pong | [GitHub](https://github.com) | *Python, turtle, Git*

Lut 2022

- *Two-player local 2D game (Retro Pong) - 2 players use their paddles to bounce a ball, you have to punch the ball in such a way that the opponent does not manage to bounce it.*
- I programmed, among other things, the movement, collision system, combo and points system.

PROGRAMMING SKILLS

Languages: Python, C/C++, HTML/CSS, JavaScript, C#, Rust, Matlab, Arduino

Technologies: Access, Excel, GitHub, Git, Vercel, VS Code, Visual Studio, PyCharm, CLion, Unity, Markdown, LaTeX

Libraries: pygame, turtle, NumPy, Pandas, Scikit-learn

FOREGIN LANGUAGES

Polish: native

English: C1

Chinese(Mandarin): B1

German: A2

Dutch: A1