



# Jakub Sadkiewicz

Computer Science Student

## CONTACT ME AT



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<https://github.com/kunamax>



<https://www.migelgeek.tech>



Kraków, Poland

## SKILLS SUMMARY

- Python, Java, Golang
- Git & GitHub
- SQL, PostgreSQL, MongoDB
- Basics of: C, C++, Julia, JavaScript, React

## LANGUAGES

- Polish - Native
- English - B2 Proficiency

## INTERESTS

- Automotive
- Mountain hiking
- Chess

## PROFILE

I am an ambitious third year computer science student at AGH, specialising in Python, Java and Golang. I am currently expanding my knowledge in distributed systems and the basics of artificial intelligence.

## EDUCATION

AGH University of Krakow

**Computer Science | 2022 - present**

- 3rd-year, graduating February 2026
- Bachelor of Engineering

## PROFESSIONAL EXPERIENCE

Hor.Net Polska sp. z o.o. | Kraków

**Fiber optic network installer | 07/2024 - 08/2024**

- Construction, maintenance of telecommunications lines.
- Configuration of network layer devices.

## CERTIFICATIONS

**Python Developer | 10/2024**

Organiser: JETBRAINS Academy

**Go Developer | 10/2024**

Organiser: JETBRAINS Academy

## MOST INTERESTING PROJECT

### • Shadow's Labyrinth

I have implemented a turn-based rouge-like retro game with procedurally generated levels, created in Python using the Pygame library.