Krzysztof Borowski

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ABOUT ME

● Computer Science student from Poland.

● My journey with programming started over 8 years ago with Polish Olympiad in Informatics.

● I'm most interested in object oriented programming and web development.

EDUCATION

WARSAW UNIVERSITY OF LIFE SCIENCES

BE in Computer Science
2021 - Feb 2025 (expected)
Cum. GPA: 4.2 / 5.0

SELECTED COURSES

GRADUATE

Linear Algebra
Mathematical Analysis
Object Oriented Programming
Architecture of Computers
Algorithms and Data Structures
Operating Systems
Web Development

UNDERGRADUATE

Databases
Numerical Methods
Software Engineering
Data Analysis Methods

SKILLS

PROGRAMMING

Proficient:
C++ • C • C# • React • TypeScript
Linux • JavaScript • SQL
Familiar:
Java • Docker • Python • PHP
Node.js • TCP/UDP

CERTIFICATES

Business Process Management
Microsoft SQL Server

LANGUAGES

Polish: Native
English: C1

LINKS

Homepage: **kbrw.pl**
GitHub: **Lokinado**
LinkedIn: **Link**

EXPERIENCE

TEACHING ASSISTANT | C#, C++, Algorithms and data structures

2020 – today, | Warsaw, Poland
- Created over 20+ algorithmic tasks and solutions for high school students.
- Gave several lectures on algorithmic topics for beginners.
- Worked as a tutor for individual students from high school and university.

GAME JAM CONTESTANT | Game Development, Unity, C#

8-10 July 2022 | Warsaw, Poland, Remote
- Took part in a national **United with Ukraine** game jam.
- Worked in a 6-person team.
- Competed with over 400 contestants.
- Our work is publicly available on **GameJolt**.

FREELANCER | Developer, C#

2017-2018 | Lublin, Poland, Remote
- Coded scripts for Discord communicator.
- Created over 1000 lines of code for various clients.
- Added functionality to reward users for frequent interactions with the community.

PROJECTS

CHECKERS ONLINE | TypeScript, React, Express.js

Aug 2021
Web application designed to play checkers over the internet. It can handle concurrent games between multiple users at the same time. More info about that on my **GitHub**.

8086 ASM CAESAR ENCRYPTION | 16 bit Assembly, DOS

Nov 2022
Assembly application that provides functionality of encrypting given string of text. Program features rich interactive user interface. Every single line of code was created by hand in notepad without any external tools.

3D SPHERE SHADING | C++

July 2022
Program that calculates shading for 3D sphere in sun-like lightning. This project also renders that sphere in the form of ASCII ART. I developed my own method to calculate shadows and generate images. Deriving necessary equations by hand was a big part of this project.

ACTIVITY

CODING COMPETITIONS | C++, Algorithms and Data Structures

2013 – 2021
- Solved over 500 algorithmic tasks during contests, camps and competitions. I placed in top 50 during Polish Olympiad in Informatics for middle schools.

YOUTUBE CHANNEL HOST | Unreal Engine 4, Game Development

Jun 2015 – Jul 2016
- Created video tutorials about the basics of Unreal Engine 4.
- Videos were created for beginner developers in Poland.
- **Channel** generated over 100 000 video views.