

Piotr Borowski

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EDUCATION

UNIVERSITY OF WARSAW

MS IN COMPUTER SCIENCE
2020 - Jun 2023 (expected)

BS IN COMPUTER SCIENCE

2017 - 2020
Cum. GPA: 3.97 / 5.0

ACHIEVEMENTS

CODING COMPETITIONS

2017 **BRONZE MEDAL**
XXIV Polish Olympiad in Informatics

2016 **BRONZE MEDAL**
XXIII Polish Olympiad in Informatics

CF MASTER TITLE
Top 2.2% on Codeforces.com

SELECTED COURSES

GRADUATE

Algorithms and Data Structures
Operating Systems
Computer Networks
Security of Computer Systems
Concurrent Computing
Web Applications
Databases
Functional Programming
Machine Learning
Languages and Compilers
Computational Complexity
Discrete Math
Linear Algebra
Mathematical Analysis

SKILLS

PROGRAMMING

Proficient:
C++ • C# • C • TypeScript
• Python • Linux • Git

Familiar:
Java • Rust • Haskell • OCaml
Assembler • Prolog • Node.js
React • PHP • Django
Unity • TCP/UDP • HTTP

LINKS

Homepage: pbrw.pl
Github: [pbrw](https://github.com/pbrw)
LinkedIn: [link](#)
Codeforces: [Mindstorm](#)

EXPERIENCE

NOOBZ FROM POLAND S.A. | UNITY GAME DEVELOPER, C#

Dec 2019 – Apr 2020 | Warsaw, PL

- In a team of four students developed a battle simulator game for Nintendo Switch with Unity.
- Designed an algorithm for finding paths in a dynamically changing environment.
- Reduced the space complexity from $O(n^3)$ to $O(n^2)$ with an efficient path encoding.

CATALYSTS GMBH | SOFTWARE ENGINEERING INTERN, PYTHON

Jul 2019 – Sep 2019 | Frankfurt, DE

- Delivered a proof-of-concept algorithm for optimizing the cost of houses manufacturing process.
- Developed an auxiliary tool for drawing 2D sketches from a CSV description.

SELECTED PROJECTS

DISTRIBUTED FILE STORAGE | C++

Aug 2019

Command line application for distributed file storage with websockets and TCP/UDP.

VISUALGO | C++

Mar 2019 – Jun 2019

Developed a C++ library to create LaTeX presentations illustrating algorithms in action.

SINGLE-PAGE APPLICATION | NODE.JS, REACT

Aug 2020 – today

In my free time I'm working on an open-source online tool for preparing algorithmic tasks. My goal is to make the process easy and accessible for everyone as well as learn TypeScript, Node.js and React along the way.

More projects and details at pbrw.pl/projects

ACTIVITY

LECTURER AND PROBLEMSETTER | ALGORITHMS

2016 – 2019

- Prepared over 20 tasks for coding camps and workshops. Last one (WILK'18) gathered over 100 high school students.
- Led the programming club in my high school. I was preparing weekly contests and giving lectures on algorithms and data structures for the future national olympiad laureates.

LOCAL STUDENT ASSOCIATION | WEBMASTER

Jun 2018 – Jun 2019

- Redesign and launched a new website (dastudnia.pl).
- We started to receive more offers because of better positioning in search engines.
- Made content management easy and intuitive with a clean interface and a user guide for future webmasters.

GOOGLE TECH MENTORING PROGRAM | PARTICIPANT

Aug 2020 – Nov 2020

- Participated in a program for 28 selected students across Poland.
- Discussed tech, industry and education related topics in 1-on-1 sessions with Google Software Engineer.