Piotr Borowski

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EDUCATION

University of Warsaw
Masters's degree in Computer Science   Oct 2020 – Dec 2023

University of Warsaw
Bachelor's degree in Computer Science   Oct 2017 – Jun 2020

PROFESSIONAL EXPERIENCE

University of Warsaw (Master's Thesis)   Oct 2022 – Sep 2023
Software Engineer | Java Spring, Python, SQL   Warsaw, PL
- Implemented the MinIO object storage to the architecture of complex distributed system with over multiple services and synchronized databases.
- Wrote a reliable multithreaded data migration, testing library and refactored part of the system to use the new object storage.
- Refactored MinIO Python SDK to use the HTTP protocol instead of inefficient executable calls in subprocess. Ported undocumented customised AES-GCM block cipher to Python to process sensitive data.

Meta Platforms, Inc.   Jul 2022 – Sep 2022
Production Engineer Intern | Hack, React, GQL   London, UK
- Created tools to collect and display data about traffic and power consumption of Product Catalog - database of billions of Facebook/Instagram Shops items.
- Became fluent in Hack, React and GraphQL over the course of the internship with little previous experience.
- My performance during the internship led to a full-time offer.

Epos Now   May 2021 – Apr 2022
Backend Developer | .NET, C#, SQL   Norwich, UK, Remote
- Was developing an API for the EPOS system and handling integrations with third party apps.
- Learned .NET from scratch to do my job.

Noobz From Poland S.A.   Dec 2019 – Apr 2020
Game Developer | Unity, C#   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   Jul 2019 — Sep 2019
Software Engineering Intern | Python   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.

ACTIVITY

Coding Competitions | *C++, Algorithms and Data Structures*   2012 — 2020
- Two bronze medals at the Polish Olympiad in Informatics. Placed in the top 30 high school students in Poland. Solved few hundreds algorithmic tasks during contests, camps and competitions.
- Codeforces Master Title. Achieved the top 2.2% on Codeforces.com online contest platform.
- Tutored future national olympiad laureates. Prepared training tasks and gave lectures on algorithms and data structures during coding workshops.

PERSONAL PROJECTS

Chip-8 Emulator | *Python*   Jan 2023
- Virtual machine for programs written in 1970's Chip-8 low-level language.

Distributed File Storage | *C++, TCP/UDP*   Aug 2019
- Command line application for distributed file storage with websockets and TCP/UDP.