Krzysztof Jagiello

Curriculum Vitae

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Info

Born	August 16th, 1991
Github	`https://github.com/kjagiello`
LinkedIn	`http://se.linkedin.com/in/krzjagiello`

Computer Skills

Languages	Python, C, C++, JavaScript, PHP, Java, SQL, HTML5, CSS3, LESS
Platforms	Unix, Linux, Windows, FreeBSD, Nginx
Frameworks	Django, Flask, Qt
Databases	MySQL, Redis
Tools	Sublime Text 2, Netbeans IDE, VS2010, Emacs, Git, SVN, Github, *NIX shell tools, Vagrant, AJAX, jQuery, JSON, i18n, Office Suite, Photoshop

Experience

Working

2008-present **Freelancer**, Sweden.
Small/medium-size projects involving developing web, desktop, server and mobile (iOS) applications for both local and international clients.

Education

2012-present **Master's Degree in Computer Science**, *Uppsala Universitet*, Uppsala, Sweden.
3 years left of education

Languages

Polish	**Mother Tongue**
Swedish	**Bilingual proficiency**
English	**Pre-advanced**

Interests and hobbies

I'm a great fan of sports. I like spending my time at gym, working out, playing volleyball or basketball. I'm also very passionate about computers and my interests lie mostly in software development in all of its forms - web, mobile, desktop, server. On my free time I also work on a couple hobby projects of mine together with friends.

Extra

thunderpush Push service written in Python to make your websites be able to receive real-time notifications. I created it as a replacement for Beaconpush (created by an Uppsala based company ESN) that discontinued their product.

- GitHub Repository

foopoker A school project made under my first programming course at Uppsala University. My part of the project was to implement WebSocket protocol in StandardML, build a web-client and create a framework for networking and game mechanics.

- GitHub Repository
- Project report