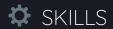
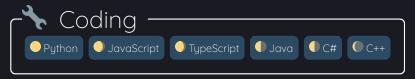




Psst! Print-friendly version of this resume can be found here: https://grzyb.dev/resume/print

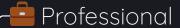






EXPERIENCE

Learn more about me, my work and other projects on my portfolio: https://grzyb.dev



(Regular/Mid) Python Backend Developer

STX Next / Wrocław, Lower Silesia, Poland



I was responsible for creating and maintaining REST APIs, as well as creating and maintaining microservices. Working on daily basis with UK-based client creating a CMS platform for managing marketing-related assets using Vidispine and Amazon Web Services (AWS) in connection September 2021 - Present with in-house developed and maintained microservices. I was also responsible for creating and I was responsible for creating and maintaining backend services using Azure Functions and also

Full-Time

IT Technician

I was responsible for maintaining and repairing computer hardware and peripherals, as well as installing and configuring computer networks.

March 2019 - April 2019 Scholarship

ዲ Highlighted Personal Projects

Battlefield: Bad Company 2 Master Server Emulator

Master Server Emulator for Battlefield: Bad Company 2 that aims to be complete replacement for the original master server, allowing to play the game without contacting EA servers

Battlefield: Bad Company 2 Proxy Hook

Hook for Battlefield: Bad Company 2 that enables proxying game network traffic (Plasma, Theater and HTTP) to WebSocket server re-implementation

Quantum Fetcher

Simple tool for fetching Quantum Break live action episodes for offline in-game playback.



March 2024 - Present Master's Degree in Information Technology

Engineer of Mobile Applications and Systems

Uniwersytet Dolnośląski DSW (DSW University of Lower Silesia)

October 2020 - March 2024 Engineering Degree in Information Technology