

AMY OPAS

Software Engineer

CONTACT

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amy-opas

thehuglet

LANGUAGES

Polish: Native

English: C2

TECH SKILLS

Python Rust C C#

Java HTML JS CSS

Lua GLSL Selenium

Windows Linux Git

GitHub SQL NoSQL

Godot Unity AutoHotkey

CAD Code Optimization

KNOWLEDGE

Object-Oriented Programming

Functional Programming

Low-Level Programming

Algorithms Data Structures

Databases CS Logic

Computer Architecture

Computer Networks

Operating Systems

Reverse Engineering

SOFT SKILLS

Leadership Problem-Solving

Critical Thinking Mentoring

Teamwork Responsibility

Thinking Outside The Box

Logical Approach Adaptability

PROFESSIONAL EXPERIENCE

Freelancer - Software Engineer

Mar 2020 - Current

CAD Designer

Budma Trade Sp. z o.o.

Nov 2022 - Jan 2023

Koło, Poland

Open Source Maintainer

ReaperMC

Feb 2022 - Jan 2023

GitHub (Remote)

Game Developer

Logdotzip Studios, Inc.

Jul 2022 - August 2022

USA, Austin, Texas (Remote)

EDUCATION

Zespół Szkół Technicznych w Kole

Sep 2021 - Jun 2022

Koło, Poland

Zespół Szkół Ogólnokształcących i Technicznych w Kłodawie

Sep 2019 - Jun 2021

Kłodawa, Poland

PROJECTS

Crankshaft

Python - Poetry - pytest - Sphinx

- Developed a feature-rich and versatile event handler from scratch, utilizing innovative optimization techniques to enhance performance.
- Created detailed technical documentation for the project, providing clear guidance to users on how to effectively use the library.

Wicked-Expressions

Python - Poetry - pytest

- Developed an improved version of an existing library, adding user-friendly abstractions similar to those in `py pandas`.
- Enhanced the library by introducing missing comparison features, making it more versatile and accessible.

Fast-Movement-Fix

Python - Matplotlib

- Created a fix addon for Minecraft that improves air movement at higher speed modifiers by applying dynamic force impulses.
- Used Matplotlib to analyze and visualize data on various movement speed values in a 2D graph.

LoL-Batch-Name-Checker

Python

- Developed an automated tool for batch-checking usernames in League of Legends, streamlining the process of identifying available and unique account names.
- Utilized the League of Legends public API along with the Python requests library to efficiently check name availability, bypassing standard client-side rate limits.