STANISŁAW BOROWY

+48 508 040 104 ⋄ Kraków, Poland

stabor@startmail.com

SUMMARY

Full-stack Developer working on Network Management System at Hitachi Energy Services. Holds a Bachelor of Engineering in Computer Science and Intelligent Systems, graduating with a perfect GPA of 5.0. Currently pursuing a Master's degree in the same field. Also qualified as an IT Technician, achieving an average test score of 98% across certifications.

EXPERIENCE

Full-stack Developer – Hitachi Energy Poland   January 2023–present
Developing software for Network Management System.

- Contributing to a complex Network Management Systems backend, comprising roughly 30 microservices and several millions of lines of code, primarily using Kotlin with Spring Boot; also adapting and maintaining C++ services as needed.
- Developing modern web-based UI with real-time capabilities, using TypeScript and React.
- Maintaining deployment scripts, managing database migrations, and ensuring smooth CI/CD pipelines.
- Collaborating with a multinational Agile team, working in SCRUM/Kanban-based framework to deliver high-quality software solutions.

EDUCATION

AGH University of Science and Technology in Kraków
Master of Engineering in *Computer Science and Intelligent Systems*
Expected Graduation: June 2026
March 2025 – June 2026
AGH University of Science and Technology in Kraków
Bachelor of Engineering in *Computer Science and Intelligent Systems*
GPA: 5.0 (maximum)
October 2021 – January 2025
Thesis title: *Detection of malware targeting Android platform using machine learning methods*
Technikum nr 5, Elk
Vocational Diploma: IT technician
September 2017 – May 2021
Qualifications:

- **EE.08** – Assembly and operation of computer systems, peripheral devices and networks (99%)
- **EE.09** – Website and database programming, creation and administration (98%)

SKILLS

- Broad technical expertise across the software stack — productive in low-level systems programming (Rust, C++), JVM-based languages (Kotlin, Java), and web technologies (TypeScript, React).
- Strong problem-solving skills with a focus on balancing technical trade-offs and designing robust solutions.
- Extensive hands-on experience with essential development tools: Git, Bazel, CMake, Docker, relational databases, and Bash scripting.
- Daily Linux user with practical experience on both desktop distributions and remote server environments.
- Quick to learn and adapt to new tools, technologies, and systems.
- Advanced English proficiency, including full comprehension of technical documentation; native Polish speaker.

EXTRA ACTIVITIES

AGH Code Industry Student Science Club   **October 2022 – March 2025**

- Team Leader on a video game development project using Rust and SDL, responsible for team coordination and core development.

- Organized PubQuiz as part of **Student Science Clubs Council**.

- Contributed to a Unity-based game project and a C++/OpenGL-based game engine.

PROJECTS

CHIP-8 Emulator   **Summer 2021**

A CHIP-8 emulator written in C++ that replicates a 1970s gaming architecture. The emulator uses OpenGL for rendering graphics and GLFW for window creation and processing of user input. It displays the current emulation state, including registers and instruction disassembly, with a UI powered by ImGui. Source code available at: https://github.com/stabor705/chip8.