

Cezary Waś

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Experience

QLOC S.A.

QA TESTER

Warsaw, Poland

July 2019 - July 2020

- Manual testing of games for PC and consoles (PS4, XBI and Switch). Doing and creating test cases, recording bugs, writing reports and contact with clients.
- Jira, Confluence, Mantis, various game engines.

GOG.com

JUNIOR FRONT-END DEVELOPER INTERN

Warsaw, Poland

July 2018 - August 2018

- Paid internship at GOG.com (CD Projekt), Gwent team. Upgrading front-end part in tools of back-end team.
- Symfony, Twig, Bootstrap, Angular

Skills

- Python** Few small projects in clean Python 3 like Daily Challenge Python Project. I'm also learning Selenium IDE and WebDriver.
- Front-end** HTML, CSS, JavaScript - few websites made to learn by myself, at school and while working at GOG.com. Various frameworks like Bootstrap, Pure.CSS or NES.css
- English** Good, with noticeable Slavic accent

Projects

My own portfolio website

CEZARYWAS.PL

- I learned how to buy domain, hosting and email services and how to set them - alongside with FTP and SEO
- I raised my skills in HTML/CSS and CSS frameworks (Pure.CSS)

Daily Python Challenge

DAILY CHALLENGE PYTHON PROJECT

- Small, daily Python projects from dev.to to learn new properties of this language and to polish my skills

Education

Vocational Technical High School for Electrical Science No. 3 - ZSEiL

IT TECHNICIAN

Warsaw, Poland

April 2019

Plans for personal development (I want to...)

- Learn more about Python and Selenium
- Remake my website with JS and Bootstrap
- Create my own open-source CSS framework and upload it to GitHub
- Learn Angular and other web frameworks
- Create and release my own game

Miscellaneous

- Junior editor at gaming website arhn.eu
- Winner of GOG Hackathon 2018
- Long time student at freeCodeCamp.org (Responsive Web Design Certification earned) and contributor to its GitHub repository
- IDE - Visual Studio Code