



SOFTWARE DEVELOPER

Kamil Majchrzak

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Professional profile

Computer science graduate and software developer with practical experience across C#/.NET desktop development, Java, Python APIs, React applications, Unity game development and relational data systems. I combine independent product work with academic project leadership and programming education, with an emphasis on clear architecture, careful data handling and understandable technical communication.

Professional experience

JULY 2025 - FEBRUARY 2026

Programming Instructor

Giganci Programowania

- Taught programming and computational thinking to learners approximately 8-18 years old, adapting lessons to different ages and experience levels.
- Guided projects in Scratch and Minecraft block programming, Python small-application development and mathematical concepts.
- Taught C# game-development fundamentals separately and introduced Lua scripting through Roblox Studio, while supporting independent debugging and problem solving.

Selected projects

CURRENT

Game Save Manager - Independent Developer

C# | .NET 10 | Avalonia | SQLite

Building a safety-first desktop application for Steam save discovery, reviewed path mappings, guarded transfers, backups, restores, and local-folder and SFTP/SSH sync. The daily dataset pipeline has processed approximately 21,000 Steam AppIDs and currently grows by roughly 2,000 new catalogue entries per day during active development.

2022 - 2024

Haardon - Programmer and Project Lead

Unity | C# | Jira | FPS/RTS systems

Originated and helped lead a five-person diploma project combining FPS and RTS gameplay. Contributed to player health and feedback, character integration, movement and camera work, healing systems, persistence prototypes, technical writing and Agile delivery.

2024 - 2025

Cont-Air-Near - Programmer and Project Lead

Python | FastAPI | React | SQLAlchemy

Led development and integration of a cargo-management system with JWT authentication, bcrypt password hashing, role-based authorization, relational CRUD workflows and full-stack API integration.

Education

2020 - 2026

Bachelor's degree in Computer Science

Polish-Japanese Academy of Information Technology

The programme included a sabbatical year between 2021 and 2022. Coursework and projects covered application development, web systems, databases, software engineering, machine learning, AutoML & designing end-to-end AI systems, computer vision, graphics, infrastructure and security. Diploma: Haardon, a licensed Unity and C# FPS/RTS project with procedural world generation delivered through early-alpha, beta and final-product milestones.

Technical skills

APPLICATION DEVELOPMENT C#, .NET, Avalonia, Java, JavaFX, C++	WEB AND APIS Python, FastAPI, React, Astro, JavaScript, ASP.NET Core
AI, MACHINE LEARNING AND GAMES Machine learning, AutoML, MLOps, neural networks, OpenCV, Unity, Roblox Studio, Lua	DATA AND PERSISTENCE SQLite, PostgreSQL, Oracle SQL, Microsoft SQL Server, SQLAlchemy, EF Core
DELIVERY AND INFRASTRUCTURE Git, GitHub Actions, Jira, Agile, UML, Linux, Docker, Podman, Cloudflare	SECURITY FOUNDATIONS Web and network enumeration, Linux, network protocols, Metasploit, blue-team and red-team fundamentals

Languages and additional strengths

POLISH Native	ENGLISH C1 - Advanced	GERMAN Beginner
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Project leadership | Requirements and UML | Technical documentation | Teaching and mentoring | Safety-first data workflows