

Jakub Florek

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About me

First year BSc CSE student at TU Delft. Born in Poland. Interested in programming since childhood. Started programming by attending game jams and creating games using the Unity engine. My greatest passion is creating mobile applications for iOS. Two time Apple Swift Student Challenge winner.

Experience

iOS developer - 2020-24

TarBUS

It was the most popular and best rated local application on the App Store in my hometown. As one of the creators, I was fully responsible for the iOS application. The app obsoleted having to interpret printed tables on the bus stop by offering a way for users to obtain the bus timetables for the Michalus provider on their phones. In total, it accounted for over 5000 downloads on iOS and Android. The app used technologies like SwiftUI, MapKit, WidgetKit, SQL, Git and many more. One of the most recognizable features were widgets. TarBUS was likely the first public transport app to include widget support on iOS, at least in Poland. The project finished with the start of 2024 and Michlus ceasing its operation in Tarnów.

iOS developer - 2022-23

Kitchen Test Drive layout editor

An enterprise app used for creating kitchen layouts. It's based on the standardized Blum „kitchen test ride” programme. Made for a company based in Tarnów. The app significantly streamlined the workflow for the employees. After a meeting with clients, an employee creates a blueprint using the app according to the physical model made during the meeting. The project then can be exported to PDF and sent with annotations to the client and the carpenter. It features a fully fledged, drag & drop interface packed with features like auto dynamic dimensioning, undo/redo and iCloud auto-save. Thanks to the program, tasks that used to take around 2 hours to complete, now are done in 15 minutes. Project was entirely written in UIKit and uses Combine extensively.

Skills

- Swift
- SwiftUI
- UIKit
- iOS SDK
- MVVM/MVC
- HTML/CSS/JavaScript
- Java
- Firebase
- Unity/C#
- Git
- SQL
- Team player
- Creativity

Education

- **[2019-23]** IV liceum ogólnokształcące im. Jana Pawła II w Tarnowie.
- **[2023-]** BSc CSE at TU Delft

Languages

- English (IELTS academic 8.0, C1)
- German (Elementary)
- Norwegian (Elementary)

iOS developer - 2021-

Welcome sheet - open source package

Swift package that provides developers with an incredibly easy way of adding onboarding screens to their apps. It works perfectly on iOS, iPadOS and Mac Catalyst. So far it received over 180 stars on GitHub. In total the repository was forked over 10 times and two other developers contributed to the project. Recently it started rapidly gaining more attention.

Unity developer - 2020

Star Buffs

Entry for the Ludum Dare 46 game jam compo. The game is a simple top down shooter based around the theme of the jam - „Keep it alive”. The player—after collecting enough points from killing hostile ships, is able to take control over an enemy to keep its perks and buffs. The most rewarded and appreciated feature of this game were its graphics. Using, by the time novel, Unity’s Universal Render Pipeline, the game gained its signature, dark appearance dynamically lit by player, enemies and other elements crucial to the gameplay. The game is written entirely in C#.

iOS developer - 2021-22

WWDC21 and 22 Swift Student Challenge winner

SSC is a contest for students held annually by Apple Inc. ahead of their WWDC conference. My first entry was about good principles in icon design. The app helped people understand how to design icons with less effort and more fun. The 2022 submission was much more complex. It was based around audio editing and the concept of queuing different effects. The user could tweak and add in any order effects like distortion, reverb, delay and EQ to an imported audio file. The app was capable of on-device render of the finished track.

Warehouse worker - 2018-22

Summer warehouse job

Each year, during the busiest months of summer, I have helped at my dad’s company in completing orders from the online store. My responsibility was collecting requested items for storage and handing them over to packaging or palletizing. I’ve learned a lot about overall warehouse management and gained insights to each link of the process—from customer, through order, to shipment.

Achievements and prizes

Winner of the WWDC21 and WWDC22 Swift Student Challenge organised annually by Apple Inc.

Scholarships from the Mayor of Tarnów for outstanding scientific achievements in 2022

Links

- Personal website: jakubflorek.com
- TarBUS fanpage: www.facebook.com/tarbus2021
- Welcome Sheet repository: github.com/MAJKFL/Welcome-Sheet
- Star Buffs: jakubflorek.com/games/StarBuffs/StarBuffs.html
- WWDC21 winning entry „Wonderful icons”: github.com/MAJKFL/Wonderful_Icons-WWDC21
- WWDC22 winning entry „Audioqe”: github.com/MAJKFL/Audioqe-WWDC22

Interests

- Guitar playing
- Music
- Photography
- Hiking
- Skiing
- Gaming