







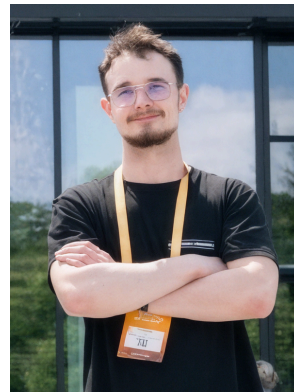
Bartłomiej Bil

Electronics & Telecommunications Student

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 bartlomiej-bil  bilusgarage  Polish Cat. B

Three-time laureate of the global Huawei ICT Competition with a strong programming background. An IT specialist by education and passion, currently an engineering student operating at the intersection of code and copper. I am currently developing a suite of audio plugins in C++ alongside small electronics projects. Due to high availability at present stage of my studies, I am seeking my first professional role in **software development, embedded systems, IoT, or FPGA.**



EDUCATION

Electronics & Telecommunications (EN)

Poznań University of Technology
10/2023 – 04/2027 | Full-time B.Sc.Eng. studies (3rd year)

IT Technical Secondary School

ZSM Elbląg
09/2019 – 06/2023 | Poland

Title: IT Technician

Vocational exam results: 98–100%

EXPERIENCE

Network & IT Systems Intern

University of Applied Sciences in Elbląg
09/2022 – 10/2022 | Poland

- Administration of a Linux server and LAN network (from design to classroom deployment), including ongoing maintenance and servicing of PC workstations

IT Support Intern

Primary School No. 1 in Elbląg
04/2022 – 05/2022 | Poland

- Technical support (help desk), including hands-on hardware servicing and ensuring continuous operation

SKILLS

Python

- Proficient

C, C++

- Proficient

Network Device Administration

- Intermediate
- Huawei HCIA Datacom certification

Verilog

- Basic

ACHIEVEMENTS

Three-time Huawei ICT Competition Medalist


- **04/2026 – 1st place in Europe**, Innovation Track (built an assistive tablet based on Python and Raspberry Pi)
- **04/2025 – 2nd place in Europe**, Network Track
- **04/2024 – 3rd place in Europe**, Network Track
 - *Istanbul, Turkey*

PROJECTS

Supersaw Music Synthesizer "Sonism"

C++20, JUCE 8 framework, CMake

04/2026 – present


github.com/bilusgarage/sonism 

- **C++20 Software Development:** architecture and implementation using the JUCE 8 framework
- **Digital Signal Processing (DSP):** built the synthesis engine (7 oscillators, filters, modulation, FFT analysis)

Video Game "Mission: Stop Transmission"

GDScript (Python-like), Godot, FL Studio

18/04/2026 – 21/04/2026

github.com/shamotte/LD59-mission-stop-transmission 

- Competition entry for the Ludum Dare 59 Game Jam
- Worked in a team focused on delivering a finished product under time pressure (3 days)
- Sound & Music Design: composed an original soundtrack and produced sound effects

AI-based Mobile Assistive Tablet "CogniBridge"

Raspberry Pi, Python, Shell, various Huawei APIs

20/02/2026 – 10/04/2026

github.com/bilusgarage/cognibridge 

- Built a dedicated device for simplifying and translating complex texts into plain language
- Optimized the engine to run in a performance-constrained environment utilizing an Edge-Cloud architecture