

GRZEGORZ MANIAK

LinkedIn: <https://Linkedin.Grzegorz.ie> • **GitHub:** <https://Git.Grzegorz.ie> • **Personal Site:** <https://Grzegorz.ie>
Phone: +353 (89) 238 4228 • **Email:** me@Grzegorz.ie

Aspiring Software Engineer with recent experience as a Software Engineer at Mastercard. Eager to leverage my technical skills and passion for new technologies to contribute to innovative solutions.

Education

Technological University Dublin

Bachelor of Computing with Software Development

Dublin, Ireland

2021 – 2025

1 st Year	2 nd Year	3 rd Year
3.92 / 4.00 GPA	3.95 / 4.00 GPA	4.00 / 4.00 GPA

Skills & Interests

TypeScript • JavaScript • Python • Jest • Nginx • Satisfactory understanding of Java • Node / Bun
Satisfactory understanding of Angular • Svelte • Interest in Cryptography • Jenkins • C# • Golang

Experience

Mastercard

Software Engineering Intern

Dublin, Ireland

Jan. 2024 – June. 2024

- Investigated and documented a legacy translation service for a MC Payment Gateway service.
- Researched a breaking security policy change that was resulting in cryptic API errors.
- Identified and documented the process of remote debugging of MPGS services.
- Led the team that won the Mastercard Intern Innovation Hackathon.
- Developed a suite of testing functions that were retrofitted onto a non-modifiable legacy application.

Projects

Gigs Ireland

TypeScript / Svelte / Nginx / OAuth2

- Collaborated with a fellow student to create a platform that connects musicians with venues.
- Built a full JWT system from scratch, enabling rapid development and flexibility.
- Designed a system to manage, store, and validate public and private user-uploaded files.
- Abstracted the API / Frontend behind a Nginx reverse proxy for improved security.

Noise Email

Typescript / Golang / Svelte / Cryptography / Secret Management

- Developed a fully encrypted 'Pay as you go' email platform, focusing on user privacy.
- Created libraries such as Noise Validator, a comprehensive data validation layer.
- Implemented a Zero Knowledge Proof system for secure authentication and key storage.
- Designed a secure key storage solution that prevented the server from reading user data whilst retaining usability such as password resets without data loss.

Stream Stage

Python / Video Streaming / TypeScript / OAuth2 / Webpack

- A Platform that would allow venues to broadcast their events live to online paying viewers.
- Developed a rudimentary system for streaming live video using RTMP.
- Implemented payment processing and tokenization using Stripe.

References are available upon request.