
Your idea is my challenge

Education

- 2017–2018 **Master Degree - Computer Science**, *Wrocław University of Science and Technology*, Wrocław, 5.0.
- 2013–2017 **Engineer Degree - Computer Science**, *Wrocław University of Science and Technology*, Wrocław, 5.0.

Master thesis

- title *A method of recognizing sign language from image*
- supervisors Bernadetta Maleszka
- description This work presents a new method which translates from American Sign Language (ASL) fingerspelling into a letter using Convolutional Neural Network and transfer learning. The method is using Google pre-trained model named MobileNet V1 which was trained on the ImageNet image database.

Engineer thesis

- title *Mobile application for monitoring patients' health information by doctor*
- supervisors Ireneusz Józwiak
- description The work presents project creation and implementation of mobile application for monitoring patients' health information by doctor. Application has been made for iOS systems and it is using tool Apple Watch for reading users life parameters. In order to correct communication between patient and doctor, WebSockets server has been prepared. The first part of the work presents project assumptions of the system, then implementation of the server application. The third part shows implementation of the patient application, and the last one of a doctor.

Experience

Companies

- january 2024–june 2024 **3D iOS Developer**, *Varjo*, Helsinki.
- I've worked as a 3D iOS Developer in iOS team, preparing the app similar to Luma AI. I was working in KANBAN, with 1 weeks sprint reviews. I've played a key role in improving app performance and capturing. One of my notable achievements was introducing offline database for all 3d scans and background synchronization.
- Used technics:
- ARKit;
 - CoreMotion;
 - Vision;
 - Swift;
 - SwiftUI;
 - UIKit;
 - MVVM;
 - CI/CD (XCloud);
 - CoreData;
 - Unit tests;
- june 2022–currently **iOS Developer**, *Stepstone Services*, Warsaw.
- I've worked as a Senior iOS Developer in iOS team, focusing on a modularity mobile project that caters to multiple brands. I was working in SCRUM, with 2 weeks sprint reviews. I've played a key role in improving the mobile app's performance and user experience (animated TabBar). One of my notable achievements is my involvement in creating a new app architecture using SwiftUI, which has positively impacted our development process. Also I participated in preparing TrackingKit architecture and doing some ruby and bash scripts. This experience has allowed me to enhance my skills as a mobile app developer and gain experience in SwiftUI.
- Used technics:
- Swift;
 - SwiftUI;
 - MVP and MV;
 - Cocoapods;
 - CI/CD (bitrise);
 - CoreData;
 - SnapshotTesting;
 - Unit tests;
 - UI tests;

- july **iOS Developer**, *Deviniti*, Wrocław.
 2021–may I had the opportunity to work on exciting projects involving iOS and Flutter development.
 2022 One notable project involved the creation of a brand-new banking app. This experience allowed me to be a part of a dynamic team, collaborating on the design and development of cutting-edge mobile solutions (newest Flutter version). I was working in Agile, with Spotify model (seamless squads, chapters and tribes) Working at Deviniti provided me with valuable insights into the financial industry and honed my skills as a developer, making it an enriching and rewarding experience.
 Used technics:
 - Swift;
 - Objective-C;
 - Coordinators;
 - MVVM;
 - CI/CD;
 - Dart;
 - Flutter;
 - BLoC pattern;
 - Unit tests;
- july **iOS Developer**, *Proexe*, Warsaw.
 2019–june Working with iOS applications, creating new features.
 2021 Used technics:
 - Swift;
 - AutoLayout;
 - Dependency injection;
 - Moya, Alamofire;
 - Views in code (NSLayoutConstraint);
 - Working with RTL layout;
 - Kotlin Native;
- october **Developer**, *Yumasoft sp. z o.o.*, Wrocław.
 2017–june Working on Angular Dart/Flutter applications and iOS Development.
 2019 Used technics:
 - Objective-C;
 - AutoLayout;
 - Storyboards;
 - In-app purchases;
 - Angular Dart;
 - Flutter development;
 - Spring framework;
 - Selenium UI tests;
- january 2017– **iOS Developer**, *S7 Sp z o. o.*, Wrocław.
 june 2017 Build application for users to stay fit, share progress, create nutrition and workout plans. No storyboards/xibs, everything built programmatically using AutoLayout (NSLayoutConstraint).
 Used technics:
 - Swift 4;
 - RxSwift and RxCocoa;
 - Realm;
 - Alamofire;
 - Automatic UI tests.

july 2016– **PHP Developer**, *Angry Nerds*, Wrocław.

december Management CMS Drupal 8.

2016 Used technics:

- Custom twigs,
- Used modules Taxonomy, Groups, Workflow,
- Project for Austrian non-governmental institution.

Other Projects - Freelancing

september **YourFitWay - iOS Application**, *S7 Sp z o. o.*, Wrocław.

2018 – june ○ An iOS app;

2020 ○ AutoLayout;

○ No storyboards and xibs, only code;

○ Realm;

○ Alamofire;

○ Swift 5, iOS 11;

○ R.swift library;

○ RxCocoa and RxSwift;

○ MVVM applied from the beginning.

august 2015 – **Bocian - iOS Application**, *Zoetis The biggest vet company in Poland.*, Warsaw.

october 2016 ○ An iOS app (iPhone and iPad);

○ AutoLayout;

○ RealmORM;

○ Alamofire;

○ Objective-C/Swift, iOS 7, PHP, MySQL;

○ An iOS app and dedicated CMS;

○ Connection with RESTful API;

○ Managing healings and treatments;

○ Synchronization with calendar and database;

○ Created simple CMS in technology PHP and MySQL;

○ Prepared RESTful API with Slim Framework;

○ Deployment of the project and Testflight testing;

may 2015 **iOS Application**, *Zoetis The biggest vet company in Poland.*, Warsaw.

Quiz - application for iPads

○ An iOS app for iPads;

○ AutoLayout;

○ Connection with RESTful API;

○ Displaying actual results on prepared website;

○ iOS 7;

januray 2015 **Website**, *Wetsquash.pl*, Wrocław.

○ Website working on CMS Wordpress;

○ Parallax scrolling;

○ Squash championship event;

○ User registration;

○ PHP and MySQL.

october 2014 **Zoetis Poland - iOS Application**, *Zoetis The biggest vet company in Poland.*,
– february Warsaw.

- 2015
- An iOS app (iPhone and iPad) with both orientations;
 - Apple Watch extension;
 - AutoLayout;
 - Storyboards;
 - Connection with RESTful API;
 - Displaying list of products, sales representatives, available promotions with text search;
 - Objective-C;
 - iOS 7;
 - AFNetworking.

Languages

English C1, Daily usage. International team
Polish Native

Interests

Mobile development nowadays iOS, but also Flutter for building hybrid apps

AI and machine learning On master degree studies I have selected Data science as my direction. I mostly liked Convolutional Neural Network (which I have used in my publication) and Genetic Algorithms.

New technologies and libraries I am not only mean the newest devices, but I do like discovering new libraries on github.

Video games Xbox One, PS4 owner and Nintendo Switch - I am not a fanboy, so I enjoy all platforms

GameDev Unity - C# with some free assets, not much experience, but I have built a few small demos 2D/3D

