

# Software Developer

Experienced software developer with 15 years of experience. Technologies I currently work with are C++, C#, F#, Java and JavaScript. I had the opportunity to participate in projects from banking, hardware engineering, game development and web development industries. During my career I was administering and using both Windows and Linux based operating systems. I am familiar with automation technologies used for managing infrastructure, continuous integration and continuous delivery systems. My biggest professional advantage is the ability to quickly adjust and learn new technologies.

## Education

### Computer Studies

2006 - 2008

Wroclaw University of Technology  
(Wroclaw)

## Relevant projects and assignments

### Knowit

Senior Software Developer

Jul 2022 – now

Electronic archiving system for documents.

Built with React.JS frontend which was using C++ based backend along with accompanying tools hosted in Microsoft IIS.

JavaScript, C#, Microsoft Internet Information Server, React.js, C++, COM, DCOM

### Freelancer

Senior Software Developer

Nov 2021 - Jul 2022

Working on desktop React.Native application for Bluetooth hardware which was monitoring brain EEG waves. Application's backend was written in Python which was also used to implement cloud backend. Application was running on Windows, MacOS and Linux. AWS based Linux was used to host cloud backend.

Another project involved analysis of Android application using dex2jar, JavaDecompiler and Android Studio.

JavaScript, Linux, Amazon Web Services, React Native, Python

### Credit Suisse

Senior Software Developer

Jul 2011 - Nov 2021

Design and development of large scale continuous integration and delivery system for building, testing and deploying financial models and tools.

Maintenance and support for C++/F# codebase of financial models and tools which was using COM as a framework to deliver components and achieve interoperability.

Implement proof of concept of COM implementation on Linux based on CoreCLR project and custom WinAPI implementation to allow migrating this library to Linux platform.

Performing reverse engineering and analysis of third party libraries and legacy software using Interactive Disassembler, API Monitor and Process Monitor.

Linux, C#, TeamCity, Perforce, Continuous Integration, F#, MSBuild, Windows, Continuous Delivery, C++, COM

## **Imagination Technologies**

Embedded Software Engineer

Apr 2011 - Jul 2011

Working with SGX and RGX proprietary GPU chips. Developing firmware along with kernel-mode and user-mode drivers for Windows. Performing WHQL tests.

Assembler, C, HLSL, GPU, C++

## **Techland**

Tools Developer

Mar 2010 - Apr 2011

Working on 3D game engine and world editing tools used to deliver Dead Island and Call of Juarez: The Cartel games.

Assembler, MFC, HLSL, C++

## **HDP Media**

Embedded Software Developer

Jul 2008 - Mar 2009

Working on implementing the firmware for PCI-E based video capture card used in linear video editing system. Adjusting FPGA configuration, implementing Windows application and drivers for the card. Developing uCLinux based system.

Assembler, C, FPGA, C++, uCLinux

## **Key competencies**

C, C++, C#, F#

COM, Amazon Web Services, Continuous Delivery, Continuous Integration, Docker, Git, GPU, MSBuild, Perforce, PHP, Python, RedHat, Ubuntu, uCLinux

Assembler, FPGA, HLSL, JavaScript, MFC, Microsoft Internet Information Server, React Native, React.js

## **Language skills**

**Polish**

Native or bilingual proficiency

**English**

Full professional proficiency