

Work experience:

- 2020 – now: senior programmer at *Vewd*
 - I designed and wrote core component responsible for negotiating sensitive information between server and client applications, language C++
- 2016 – 2020: senior programmer at *Samsung*
 - I implemented template based C++17 marshalling library and C++17 wrapper library around Linux' dbus library,
 - extended / improved / fixed old school C code, known as *Enlightenment Foundation Libraries*, language C,
 - cowrote accessibility applications (helping disabled persons using phones),
 - designed and implemented simple interpreted scripting language for user interface testing,
 - and tutored several bright juniors, so only our competitors were blinded.
- 2015 – 2016: senior programmer at *Gemius SA*
 - I extended core internal software used to process terabytes of data daily, language C++11 / Python, Linux,
 - designed and implemented setup script allowing both manned and unmanned updates to internal configuration files governing daily

production of core data files (one of main income sources), as a result updating process will be moved from IT to client services.

- 2012 – 2015: senior programmer at *Instytut Badań Strukturalnych*
 - I cowrote (as a member of 5 people team) statically typed compiler, language C++, Windows / Linux,
 - wrote minimalistic Integrated Development Environment for Morfa,
 - extended / fixed large (over 120 thousands lines of code) application written in C# language, without presence of authors nor any documentation.
- 2007 – 2012: work at *ArGo* for *Kontron East Europe*, programmer
 - I wrote application doing real-time video processing for human safety, used in Warsaw metro, language C++, Windows,
 - implemented real – time system for unmanned rail crossing, language C, Linux / OS/2,
 - wrote a automatic tester / validator for various IO cards made in-house, graphical interface in Python language using PyQt on Windows, execution part – C language on OS/2,
 - created tool for designing format of UDP frames for other projects, with capability to generate C++ code for created frame (think protobuf), language Python,
 - implemented network tester, that could send and receive data over UDP and display / validate content based on various inhouse UDP formats, language Python

Skills:

- I can use Windows / Linux,
- Good knowledge of C / C++11 / C++17 / Python,
- Knowledge of Visual Studio, gcc, LLVM / clang, basic SQL, Python, C# / VB.net, PyQt (Qt interface for Python). Slightly rusty CUDA, OpenGL, DirectX.

Foreign languages:

- English – advanced

Some non – commercial affairs:

- I'm running my own open source project – minimalistic scripting language
- I've written compiler for (invented) statically typed language (with rudimentary template support), just to understand, how and why,
- I'm currently writing a rework in C++17 (from scratch, including rendering engine!) of my all-time favorite game, Heretic using D3D11 and vulkan,
- I've improved pcl's VoxelGrid performance more than 50 times feature #518),
- My thesis was about using stereovision algorithm to generate depth buffer for camera image mounted on top of mobile robot. It was further used to construct and update local map of environment to allow unmanned exploration and navigation in unknown indoor location.

Hobbies:

- 3d graphics, compilers, ballroom dancing, ice skating.

Legal notice:

I hereby give consent for my personal data included in the job offer to be processed for the purposes of recruitment under the Data Protection Act 1997 (Dz. U. no. 133, item 133).

Wyrażam zgodę na przetwarzanie moich danych osobowych zawartych w mojej ofercie pracy dla potrzeb niezbędnych do realizacji procesu rekrutacji, zgodnie z Ustawą z dn. 29.08.97 roku o Ochronie Danych Osobowych (Dz. Ust. Nr 133 poz. 883).