## Główne umiejętności

C++
Unreal Engine
SQL

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## Doświadczenie

### Highwire Games
Senior Networking / Online Engineer
sierpnia 2023 - Present (11 mies.)
Seattle, Waszyngton, Stany Zjednoczone

Working on the development team of Six Days in Fallujah

AAA Realistic FPS themed in Iraq

Host migration

Dedicated servers

Infrastructure

Online services

### The Breach Studios
Senior Software Engineer - Unreal Engine 5
czerwca 2022 - sierpnia 2023 (1 rok 3 mies.)

- developing AAA Dynamic Shooter Game in Unreal Engine 5

- working with Entity Component System game architecture

- various networking/gameplay tasks

### The Multiplayer Guys
Senior Network Software Engineer - Unreal Engine 4
sierpnia 2020 - czerwca 2022 (1 rok 11 mies.)
Nottingham, Anglia, Wielka Brytania

- working on multiple AAA titles - Unreal Engine 4

- profiling servers

- building custom networking for Unreal Engine 4 based on UDP

- implementing Host Migration

realworld one
Unreal Engine 4 / Backend Engineer
kwietnia 2018 - lipca 2020 (2 lata 4 mies.)

Developing a complex scalable Unreal Engine 4 multiplayer solution based on Azure Cloud

- developing server code ( C++ )

- developing backend ( .NET )

- developing patching / deployment of the application

- developing infrastructure based on Kubernetes Clusters

- set up a Continuous Integration pipeline for the project

- writing Unreal Editor plugins


FileCloud (CodeLathe Inc)
C++ Cloud Software Engineer
września 2017 - lipca 2018 (11 mies.)
Austin, Teksas, Stany Zjednoczone

Developing a Cloud Based file storage solution, main responsibilities:

- development of desktop client for Windows ( C++ , NTFS Filesystem API )

- development of desktop client for OSX ( C++, Clang ,  EXT FS Filesystem API )

- working with clients directly, to give the best support experience


Intel Corporation
C/C++ Software Engineer
czerwca 2014 - września 2017 (3 lata 4 mies.)
Gdańsk, woj. pomorskie, Polska

Working with storage drivers in UEFI/BIOS and Windows

- developing Windows driver for Intel Optane  ( C++  , Windows drivers )

- developing BIOS dirvers ( UEFI , C )

- writing technical documentation


Politechnika Gdańska
C++/QT Traffic Recognition System Engineer
października 2016 - sierpnia 2017 (11 mies.)
Gdańsk, woj. pomorskie, Polska

Build system using QT and OpenCV in C++, for vehicle traffic research project that analyzes car movement on public roads.

Nethos Sp. z o.o.
Java Developer
czerwca 2013 - listopada 2013 (6 mies.)

Developing a variety of office applications including time tracking, or invoicing tools.

- designing/developing parts of web applications ( Java, Eecho )
- developing custom components ( JavaScript )

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## Wykształcenie

Politechnika Gdańska
Inżynier (Inż.), Informatyka · (2012 - 2015)