

CURRICULUM VITAE - JACEK KRÓLIKOWSKI

CONTACT INFORMATION

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PROFILE

Backend engineer with 10+ years of experience in designing and building pragmatic solutions across a variety of tech stacks and differently-sized organisations. Passionate about functional programming, resilient system design, and using the right tool for the job at hand.

WORK EXPERIENCE

WARSAW, PL

Founder and CTO at [Moving Pieces Studio](#) 2021-2023

Took care of the technical aspects of the [Ampersand Table](#) - a kinetic sculpture, containing custom robotics controlled with the users' smartphones.

The work included parametric robotics design in [Fusion 360](#), embedded programming in C++ using both Arduino and [ESP-IDF](#) libraries, and cross-platform mobile app development using [Flutter/Dart](#), and electronics design and PCB layout in [KiCad](#).

Collaborated with a team consisting of a UX designer / interior architect and a marketing specialist, as well as subcontractors specialising in electronics design and woodworking. Developed strong skills in prioritization under resource constraints, effective prototyping, and picking up entirely new paradigms, tools and technologies.

Engineering Team Lead at [Fresha](#) 2020-2021

Lead a team responsible for making company-wide architectural changes without impeding the overall development velocity of 50+ engineers or systems' availability. Spearheaded a number of efforts to improve the developer experience for the whole organisation. Helped reinforce best practices with mentorship, developing internal tools, and improving information availability.

Responsible for developing the "[Fresha credits](#)" feature, which supported low-friction activation of newly onboarded users.

LONDON, UK

Senior Backend Engineer at [Rekki](#) 2019

Headed a backend team handling the release of a redesigned version of the app.

Designed and developed new features in [Phoenix](#)-based services, built tools assisting the move to a new data model, took care of the APIs' backwards compatibility, network performance, and legacy issues. Supported and mentored other engineers in the organisation.

Senior Backend Engineer at [Curl](#) 2018-2019

Architecting and developing an event-sourced backend for a real-time payments network.

Delivered core features such as refunds, "hands free" payments, and loyalty schemes, in coordination with the mobile client developers. Provided guidance in the area of Elixir best practices and RDBMS optimisation.

Iterated on the continuous delivery pipeline in the AWS ecosystem, utilising Terraform, ECS, Buildkite, Docker Compose and other technologies.

Backend Software Engineer at [Mainframe](#) 2016-2018

Developing a scalable business messaging product in Elixir - developing new features, working closely with product owners and client developers. Moved the backend deployments from Heroku to AWS.

Software Development Engineer, SDE II at Microsoft 2014-2016

Building a common login and registration platform used by Skype clients on different operating systems. Developing ASP.NET MVC apps and integrating them with other Skype and Microsoft services.

Built a prototype of a big data social network feature for an internal hackathon utilising [Apache Spark](#). Rebuilt it to be production-ready using a proprietary big data processing framework - Microsoft Cosmos.

REDMOND, US

Software Development Engineer Intern at Microsoft 07-09.2013

DUBLIN, IE

Software Development in Test Intern at Microsoft 07-10.2012

WARSAW, PL

Junior PHP Programmer at K2 Internet S.A. 2009-2010

EDUCATION

Master's course in Computer Science
University of Warsaw 2012-2014

Bachelor's degree in Computer Science
University of Warsaw 2009-2012

Bachelor's course in Telecommunications
Warsaw University of Technology 2006-2008

OTHER ACTIVITIES

CONFERENCES

Spoke at [Code Beam STO 2019](#) and the [Elixir London](#) meetup group, addressing topics like application and package security, debugging systems running in production and parallelized computational flows.

Attended [Elixir.LDN 2016](#), [ElixirLive 2016](#), [ElixirConf EU 2017](#), [Code BEAM STO 2018](#), and Rust Warsaw meetups.

OPEN SOURCE

Authored [rexbug](#), the de-facto standard Elixir interactive tracing library, totalling over half a million downloads to date. Created [markdown-resume](#).

Contributed to a number of open source projects, including [Raxx](#) - an alternative to the Phoenix Framework, [absinthe](#) - the main Elixir GraphQL library, and Google's [code-prettify](#). Top 5% [StackOverflow](#) contributor

OTHER

Active member of the [Warsaw Hackerspace](#) and [Freespace Warsaw](#).

Took part in the [2014 Hello World Open](#) programming competition, placing [fourth](#) out of 856 teams in the Europe and Africa region.

TECH EXPERIENCE

PROGRAMMING
LANGUAGES

Extensive knowledge of [Elixir](#) and [Erlang/OTP](#), practical experience in Ruby, Dart, C#, Scala and shell scripting, an interest in Rust and golang.

INFRASTRUCTURE

Deployed production applications using AWS, Terraform, Ansible and Docker, as well as a number of PaaS tools. Developed non-trivial solutions based on Postgres, CouchDB and Kafka. Experience setting up comprehensive CI pipelines in Travis, GitHub Actions, CircleCI and other platforms.

OTHER KEYWORDS

functional programming, [\(neo\)vim](#), Event Sourcing, TDD, and Domain Driven Design

LANGUAGES

English - fluent, **Polish** - native