Cirriculum vitae

Igor Maciej Żuk

Born 14.03.1991

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Git https://github.com/CodeSandwich

Education

10.2011 – 12.2014 Engineering studies

Computer science at faculty of electronics at the Wrocław University of Science and Technology **Thesis:** "High usability mobile application for audiobook playback"

Final grade: 4,5

02.2015 – 07.2016 **Master of science studies**

Computer science at faculty of electronics at the Wrocław University of Science and Technology

Thesis: "Parallelization of DEFLATE compression algorithm in OpenCL environment"

Final grade: 4,5

Work experience

01.2014 – 06.2014 Android developer in Skystorage

In small team of 3 students we created in Java an Android client for cloud storage service called FileNebula. The project was a success.

10.2014 - 09.2015 **Java developer in Nokia**

We were developing and maintaining an existing web application. It was collecting, analyzing and displaying data used for improving company organization. The team consisted of 6 people, but only half of us were located in my office, the rest was in an Indian branch. The technology we used were primarily Java EE and Vaadin.

11.2015 – 11.2016 Web developer in QualityTaskForce

In team of 5 students we were maintaining and developing an IT news service. We were responsible for all levels of the stack. We were preparing Docker containers, configuring Nginx, setting up SSO based on Keycloak, fixing bugs and extending Joomla template and maintaining a MySql DB. We had no mentor, so we had to cope with issues on our own and learn new technologies quickly.

12.2016 – 12.2018 **Rust developer in Anixe**

We were developing a high performance platform for distribution of hotel rates and availability. This included web services for integration with existing systems and a backend for a web application. Most of the time we were writing Rust code, but we were also developing Postgres database, deployment scripts based on Ansible and Bundler and we were maintaining the servers.



01.2019 – ? **Software engineer in Emurgo**

My team is developing a Cardano cryptocurrency node backend in Rust. It's highly concurrent and uses cutting edge technologies from language ecosystem. It exposes multiple interfaces: Poldercast P2P network, GRPC node communication, Actix-based REST API for local clients and a CLI. The project is fully open source and my team collaborates closely with the community.

Other activities

03.04.2018 Publication of an article: "Rust memory safety revolution: why, what and how for complete beginners"

I wrote an article about Rust memory model and its safety. It was intended as an introduction for people, who don't know much about memory management. My motivation was that there were no resources not assuming that reader has some experience with manual memory management. Link to the article: https://codesandwich.github.io/rust_memory_safety_revolution/

18.04.2018 Talk on "Technocracy. 1st Rust Meetup in Wrocław": "Rust crash course introduction"

I presented some basic features of Rust by performing a staged live coding of a simple application. The whole talk was designed to show as much of the language and its ecosystem as possible in about 45 minutes. This was the first Rust meetup in Wrocław and the goal was to encourage attendees to try and learn Rust.

06.2017 – ? **Development of Mocktopus**

Mocktopus is a framework I created to make mocking in Rust possible. Currently it's the only tool in the ecosystem for mocking statically dispateched functions and methods and it requires almost no production code modification. As of today it has over 15,000 downloads on crates.io: https://crates.io/crates/mocktopus

Skills

- Native speaker Polish
- Fluent English
- Spanish during intense learning
- Agile methods, familiarity with Scrum and Kanban
- · Ability and will to self-teach
- Analytical thinking, will to understand and improve systems
- Love for clean code
- Design patterns
- Regular expressions
- Git
- Linux and terminal