Jakub Leszczynski

Curriculum Vitae

PERSONAL DETAILS

Mail	leszczynski.j.p@gmail.com
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Phone	(+48)534593498
Birth	March 14, 1999

WORK EXPERIENCE

C++ Software Engineer 2021-2023

Hewlett Packard Enterprise

Worked on Nimble operating system in the protection area in agile methodology. My team developed new features for a range of HPE storage arrays as well as supporting old releases and models. Some of my responsibilities included:

- Being the owner of the Synchronous Replication component, used by thousands of customers worldwide, made me responsible for all sync-repl C++ bugs, RFEs and escalations.
- Lead developer of Volume Name Collision feature which prevents up to 2000 customer disruptions per year. Implementation included work with, e.g. relational Postgresql database, RESTful APIs and Linux.
- Regular on-call engineer, providing technical knowledge and help solving sudden, high-importance, customer escalations.
- Writing unit and functional tests in C++ and Perl.
- Conducting first-round technical interviews.
- Mentoring new starters.

EDUCATION

BSc(1st class) Computer Science 2018-2021

University of Bristol

I have achieved a first class every year. A few of the courses I undertook are:

- Software Product Engineering - Being the leader of a group developing a project for a real-world client gave me an opportunity to learn valuable programming and organizational skills.
- Advanced Algorithms - Learning about the core ideas and implementations of algorithms improved my ability to identify the key issues of a given problem and the ability to follow complex reasoning to solve it.
- High-Performance Computing - Studying how to optimize, parallelize and scale programs to run efficiently on supercomputers has enhanced my analytical and problem-solving skills.

PROJECTS

HPC LBM

A project where I implemented a high performance computing code in C for Lattice Boltzmann methods, making use of OpenMP, MPI and OpenCL libraries for CPU and GPU optimisations.

Artificial Life Simulation

A parallel multi-agent model written in Go. In this project, I have implemented an artificial, dynamic world along with complex agents and used it to model the Social Buffering Phenomenon. I then quantitatively analyzed the different emergent behaviours, complete with statistical testing in Python. Additionally, I have implemented a visualization of the simulation for qualitative observations.

SKILLS

Programming Languages	C++/C, Go, Python, PostgreSQL
Software Tools	Git, Linux, Jenkins, Docker, Jira, Mercurial
Languages	English (fluent) Polish (native) Spanish (beginner) German (beginner)

COURSES, WORKSHOPS, CERTIFICATES

1. Wrote code used for quantifying upper body bradykinesia in research at Oxford University.
2. Physics workshops in CERN in Geneva, Switzerland.
3. Helped to edit a psychiatry textbook: Choroby Mózgu [Diseases of the Brain] by Dr Maksymilian A. Brzezicki.
4. VCC certificate in Computer Graphics Design.