

Paweł Kanarek

Mobile Developer with over 10 years of commercial experience specialized in Xamarin and .NET MAUI multi-platform frameworks. As a Machine Learning enthusiast who spent the past year in self-study, I believe that I would be a great asset to your AI Engineering team.

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Experience

Self Employed

AI Developer Aug 2023 – Present

- Fine-tuned the Stable Diffusion XL ([SDXL](#)) model to generate animated sprites.
- Collected, prepared, and created a [dataset](#) consisting of 560 labeled images.
- Created a [training script](#) for the SDXL model in the Flax framework. See my [spraix](#) repository for more details.
- Completed [PyTorch for Deep Learning Bootcamp](#) on Udemy and Andrej Karpathy's course [Neural Networks: Zero to Hero](#).

Legimi

Xamarin Developer Aug 2022 – Aug 2023

- Maintained popular Legimi application on [Android](#), [iOS](#), [Windows](#), [MacOS](#) and [e-Ink](#) platforms.
- Wrote documentation, planned, estimated, and implemented new features.
- Managed multitasking during two-week tech support sprints including end-user and internal teams assistance, bug fixes, CI pipelines management, and multi-platform releases.
- Created automated UI, integration, and unit tests.
- Gained experience in C# functional programming using [Reactive Extensions](#).

Insys Video Technologies

Mobile Technical Leader July 2020 – July 2022

Senior Xamarin Developer Apr 2020 – July 2020

Xamarin Developer June 2016 – Apr 2020

Solar2D Game and App Developer Aug 2013 – June 2016

- Performed technical interviews in the hiring process.
- Created streaming applications for watching DRM-protected live streams and VODs for iOS, Android, AndroidTV, AppleTV, Windows Phone platforms with Xamarin and Solar2D frameworks.
- Collaborated in creating custom Framework and White Label Product, leading to dozens of successful implementations; examples include: **simpliTV** [Android](#) / [iOS](#) / [AndroidTV](#), **PAOK TV** [Android](#) / [iOS](#), **BeActiveTV** [Android](#) / [iOS](#), **INEA Online TV** [Android](#) / [iOS](#), **Cineman** [Android](#) / [iOS](#), **Mojee kino.pl** [Android](#) / [iOS](#), **Benfica Play** [Android](#) / [iOS](#), **Trwam TV** [Android](#) / [iOS](#).
- Set up infrastructure for UI and integration tests.

Technologies

Listed by proficiency; **enthusiastic about the bolded ones**.

- Programming Languages: **C#**, **Python**, **Kotlin**, Java, Lua, **GDScript**, Dart, JavaScript, Objective-C, C++, C, Assembly, F#.
- Frameworks: Xamarin, MAUI, **PyTorch**, **Jax**, **Flax**, Flutter, ASP.NET, **Godot**, Solar2D.
- IDEs: **JetBrains Rider**, **VS Code**, **Visual Studio** (where I have published extension on the [Marketplace](#)), Android Studio, XCode.
- Other: **git**, Jenkins, GitHub, **Hugging Face**, **Stable Diffusion**, Rx.NET, RealmDB, Jira, Redmine, ExoPlayer, MVVMCross, Prism.

Education

Poznań University of Technology

B.Sc. in Automatic Control and Robotics 2011 – 2017

- For my diploma thesis, *"Weather Station on the Arduino Processor"*, I developed a web app in ASP.NET and created mobile apps for Android and iOS platforms, with real-time view of the results from the station.

Languages

- Polish: Native speaker.
- English: Fluent (B2 level).