Software engineer with 3+ years of experience, both in writing code and leading a team of programmers. Familiar with web development, systems programming and digital signal processing. Fascinated with computer-aided design processes, especially generative art and music.
Experience
Mission operations software development lead  SatRev
Developed and maintained Satrev's in-house mission-operations software, used to operate the entire fleet of company's satellites. Leading a team of 3-5 programmers.
<ul> <li>Management &amp; monitoring of software infrastructure</li> <li>Real-time communication protocols</li> <li>Message queues</li> <li>Metrics visualisation</li> </ul>
Python Rust Linux PostgreSQL Apache Kafka Ansible Azure Grafana Prometheus
Software Developer $SatRev                                    $
Developed the telemetry software and automation/testing tools used during the testing and integration processes of the STORK satellites. Worked on the software for the on-board computer for the STORK platform.
<ul> <li>Telemetry and ground station software</li> <li>Radio communication protocols</li> <li>Automatic testing tools</li> </ul>
Python PyTest Embedded Linux Buildroot Docker MQTT CI/CD Git InfluxDB
Sofware Developer  BZB UAS  □ 2020
Worked on an integrated telemetry collection & sharing service for a semi-autonomous UAV dedicated to conducting photogrammetry scans.
Python ArduPilot MavLink Embedded Linux OpenWRT
Education
Higher  ☐ Sep 2022 – 2023  • Wrocław, PL
M.Sc. Computer Science. Thesis title: DSP graph generation algorithm for solving the sound synthesis problem.
Wrocław University of Science and Technology
☐ Sep 2017 — 2021
B.Sc. Computer Science. Thesis title: Autonomous drone-based scouting system.
Student activity
At the university I participated in a student research circle, the Academic Aviation Club (Original Polish name:

Akademicki Klub Lotniczy), dedicated to developing unmanned aerial vehicles. As a member, I've participated in a

number of competitions, both as a programmer and as a team leader.

Mateusz Bączek

# **SAE Aero Design** Plorida, USA **2**020 Second place in general classification, second place in the Advance category. Developed a mathematical model predicting an optimal position for dropping a payload from a flying plane and built the telemetry software required to operate the system. Droniada Kakolewo, PL 2021 Designed a visual marker detection system, based on machine learning algorithms. The system facilitated real-time marker detection on-board an autonomous drone, which then performed a precise release of pesticides (the subject matter of the competition were new technologies in agriculture). The team won the second place. IAV - Intelligent Autonomous Vehicles 2019 Gdańsk, PL Designed a system for determining the position of Bluetooth LE beacons, using an autonomous drone. The team won the first place.

## Languages

- English fluent
- Polish native

## **Personal Projects**

### Running a personal website and a personal cloud

I'm using a VPS server to run a personal website and a number of both personal and public cloud services. Everything is monitored via the Grafana stack.



### Collaborative sampler

Written in a team of 4, the sampler is meant to reproduce the Digitakt-style workflow in a distributed environment. Each user has their own DSP engine running to assure minimal latency, but the changes each user makes in the sequencer state are synchronised in real time across a virtual "jam session".

Rust WebSockets DSP Audio Effects