

Michał Michalski

Senior C++/Python Software Engineer

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Summary

Senior Software Engineer with 10++ years of commercial experience in software development. Expert in C++ and Python, proficient with C# and JavaScript. Creative and helpful team player with great problem-solving skills.

{ C++, Python, C#, JavaScript, Bash, Linux, Windows, Git, Scrum, AWS, Azure }

Experience

05.2023 Microsoft *Software Engineer II (fte)*

- Developing large scale distributed cloud data processing system
- Leading daily live site monitoring for the service
- Participating in service on-call rotation duty supporting incidents
- Mentoring new team members as an onboarding buddy
- Improving and extending system design, implementing new features, debugging and fixing code
- Engaged in a ChatGPT and Azure OpenAI Studio side project
- { C#, Azure, ServiceFabric, Kusto, CosmosDB, EventHubs, ADLSGen2, ChatGPT, Azure AI Services }

01.2023 - 02.2024 P&P Solutions *Senior Software Engineering (contract)*

- Development and maintenance of a complex optimization engine for a large customer from airline industry
- Modified existing optimization algorithm by adding advanced features, improving efficiency and effectiveness
- Initiated the development of a metaheuristic alternative approach to the algorithm
- Introduced a Python/Pytest framework for robust end-to-end testing, ensuring application reliability
- Drove code quality improvements, establishing Clang Format and Clang Tidy for standardized coding practices
- { C++17, Python, Visual Studio, Windows, Linux, Cmake, Boost }

10.2021 - 12.2022 Career Break (newborn son)

08.2020 - 09.2021 ActiveVideo Engineering *Senior Software Engineer (fte)*

- [AppCloud](#): Service for remotely running streaming apps in the cloud
- Developing http proxy server for remotely rendering OpenGL commands
- Developing end-to-end test framework
- { C++, googletest, PyTest, Python, Elasticsearch }

09.2018 - 06.2020 Samsung Research and Development *Software Engineer (contract)*

- Tizen WebAPI development [open source code](#)
- MediaController module owner
- Adding unit tests to untested code base
- Automating common tasks
- Published [whitepaper describing EWIDL](#)
- ToF depth sensor optimization for flagship smartphone
- 2nd place at Samsung Bixby Capsule hackathon
- { C++, JavaScript ES5, Python, WebIDL, Doxygen, API design, googletest, Mocha, Chai, JIRA, Bash, OpenCL, Bixby }

03.2017 - 08.2018 Nokia *Software Engineer (contract)*

- Development of LTE Base Station software
- Creating system component tests
- Workflow automation
- Member of the code reviewers group
- Web application development
- Participated in SCRUM training

- { C++17, Python, Bash, STL, Boost, googletest, TTCN3, Flask, SQLite, SQLAlchemy, Crucible/Fisheye }

02.2016 - 02.2017 Hewlett-Packard Enterprise *Designer / Backend C++ Developer (fte)*

- Development of airlines reservation system
- Workflow automation
- Supporting big data processing system for RollceRoyce
- { C++03, googletest, Python, Bash, Informatica }

06.2014 - 02.2016 Zylia *Research & Development Software Engineer (fte)*

- Set-top-box operating system development (Zenterio OS)
- Web application development
- R&D on sound processing algorithms
- Writing multimedia processing pipelines
- { C++11, googletest, Python, Django, JavaScript, JQuery, Celery, AWS, NumPy, Matplotlib, GStreamer }

R&D Software Engineer (intern)

- Design and implementation of digital watermark decoder for H264 video stream
- { C++11, GStreamer }

Interests

- Professional: LLMs and their applications, clean code, software architecture
- Personal: neuroscience, climbing, violin