

# Michał Osadnik

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## Education

### 2016-2020

AGH University of Science and Technology, Kraków

BSc Computer Science,

Faculty of Computer Science, Electronics and Telecommunications

### 2019

Jagiellonian University, Kraków

Inter-faculty Individual Studies in the Humanities

### 2012-2016

I Juliusz Słowacki Academic High School, Chorzów

Polish Matura: Extended English, Mathematics, Physics and Computer Science

## Academic Projects

### January 2019 – January 2020

#### *Spendshare*

Engineering thesis and project exploring Integer Linear Programming in order to extend possibilities of simplifying the debts algorithm. It was connected with theoretical research related to the NP-complex problems reductions. Non-academically, my duties also involved back-end and microservices' development.

### 2019 – present

#### *React Navigation*

React Navigation is born from the React Native community's need for an extensible yet easy-to-use navigation solution written entirely in JavaScript on top of powerful native components. I was responsible for rewriting the whole core of the library from scratch into the very new version (5.0). My commitment to React Navigation was often related to enhancing navigators when it comes to animations and gestures. React Navigation is currently used by hundreds of thousands of projects.

### 2018 – present

#### *React Native Gesture Handler*

I co-created a library which provides native-driven gesture management APIs for building touch-based experiences in React Native, which is currently the most popular library for gesture interaction in React Native. It makes touch interactions and gesture tracking not only smooth but also dependable and deterministic. As a contributor, I was responsible for maintaining the library and improving gesture interactions. React Native Gesture Handler is considered as a primary solution for gestures' recognition in React Native.

### 2018 – present

#### *React Native Reanimated*

Co-created a library that provides a declarative low-level abstraction API for making complex and smooth animations in React Native. I was responsible for developing new features and maintaining an existing codebase.

These and other projects may be found on my GitHub

# Commercial experience

## **March 2020 – present**

*FlipFit*

Mobile engineer

My responsibility was delivering new features to the *Flip* app. I had a chance to work with JavaScript, Swift and ObjC code impacting performance and UX of the product.

## **October 2019 – January 2020**

*Zebra IQ*

React Native consultant, engineer.

My involvement was mainly connected with polishing user experience and making the app satisfying for most demanding users when it comes to design and animations.

## **September 2019 – March 2020**

*Software Mansion*

Software Engineer, Manager of Open Source Software development

My job was a continuation of my previous contract with Software Mansion. I was still involved in many popular Open Source projects related mostly to React Native. Simultaneously, I became responsible for managing Open Source development and marketing strategy for the whole company.

## **June – September 2019**

*Facebook London, React Native core*

Front End Engineer Intern

While working in Facebook, I had an amazing opportunity to work deeply on generating low-level (C++, Objective-C++) code from JavaScript (Flow) static analyzing. It was a meaningful improvement related to new React Native architecture. During my internship, I managed to migrate and release the Marketplace app used by billions of users into the new code generation system authored by myself.

## **February, 2019 – present**

*Rainbow Studio (prev. Balance.io)*

Mobile engineer, consultant

While collaborating with Rainbow I was responsible for developing a cryptocurrency wallet mobile app. I enhanced UX of an application in areas of the particularly difficult navigation and animation-related patterns.

## **February, 2018 – June, 2019**

*Software Mansion*

Software Engineer

During my job, I mostly carried out the development of several web and mobile applications for our clients and contributed to significant open-source projects dealing with React Native. I was primarily involved in front-end development, which often included a deeper exploration of the back-end side of the Apps.

## **July, 2017 – January, 2018**

*Printbox Kraków*

Mobile Developer

My responsibilities included improving and maintaining a mobile app for photoproduct eCommerce made with React Native and Objective-C used by thousands of consumers monthly.

# Conference Presentations and Extracurricular Activities

## Conference talks

### 6 December 2019

React Day Berlin, Lecture: “Navigation in React Native”,

### 11 September 2019

React Edinburg, Lecture: “Component-first Navigation API”

### 5 September 2019

React Native Europe, Wroclaw; Presentation: “Component-first Navigation API”

### 5 April 2019

App.js, Krakow; Workshop: “Native animations and gestures”

### 4 December 2018

Student ITAD Festival, Krakow; Presentation: “Building applications with Expo”

### 20 October 2018

Mobilization, Lodz; Presentation: “Declarative gestures and animations in React Native”

### 7 April 2018

SFI Student IT Festival, Krakow; Workshop: “Building applications with React Native and Firebase”

## Academic activities

### September 2016 – present

BIT Scientific Society

#### 2017 – 2018

Idea Factory Section President

#### 2016 – 2018

Algo Section Teacher

### 2019, 2018, 2017, 2016

Rector's Scholarship for outstanding academic performance

### 2016

Laureate of AGH Olympiad in Physics

### 2016

Laureate of AGH Olympiad in Math

### 2016

Finalist of Literature and Polish Language Olympiad

## Languages

Native Polish, Advanced English – C1. 7.5 IELTS certificate