

# BŁAŻEJ WDOWIKOWSKI

## Work Experience

**DATES** September 2021 - currently  
**POSITION** Swift Developer (Remote)  
**EMPLOYER** NordPass  
**RESPONSIBILITY** TBA

**DATES** September 2021 - currently  
**POSITION** iOS Developer (Remote)  
**EMPLOYER** AppVerk Sp. z o.o.  
**RESPONSIBILITY** TBA

**DATES** September 2021 - currently  
**POSITION** iOS Consultant (Remote)  
**EMPLOYER** TombacBits  
**RESPONSIBILITY** I'm the Swift guy her :)

**DATES** October 2018 - July 2021  
**POSITION** Mobile Software Engineer  
**EMPLOYER** Allegro  
**RESPONSIBILITY** Maintaining, introducing new features using both languages, SwiftUI and Combine in iOS app. I was focused on a purchase and messaging process. Mentoring new employees.

**DATES** April 2018 - September 2018  
**POSITION** iOS Developer (Remote)  
**EMPLOYER** 10Clouds  
**RESPONSIBILITY** Projects, new features in Viper and RxSwift. Introduce into Bitrise.

**DATES** September 2016 - April 2018  
**POSITION** iOS Developer (Remote)  
**EMPLOYER** Netguru  
**RESPONSIBILITY** Several apps using RxSwift, Realm, Layout frameworks, Bitrise. Testing using Nimble/Quick. Mainly in Websummit and Inbbbox app. I was responsible for a hiring process. Highly involved in R&D and Meetups. Mentoring new employees.

**DATES** July 2017 - March 2018  
**POSITION** Co-organizer Swift.map

**DATES** July 2012 - September 2016  
**POSITION** iOS/Android Developer  
**EMPLOYER** Newaxis Sp. Z o.o.  
**RESPONSIBILITY** Game (with Cocos-2d), BAC app and app for a wine shop. 1 app where iBeacons functionality needed to implement. Several proof of concepts.

**Overall** Over 9-years of experience in iOS development. In each of my previous positions I was responsible for talking with clients during daily meetings, estimate ongoing tasks, fixing bugs, proposing new solutions, maintaining current and creating new applications from scratch in Swift.

## Languages

**ENGLISH** B2+

**POLISH** Native