Dawid Bińkuś

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Gdańsk, Poland

EXPERIENCE

- **Intel Technology Poland**
  Deep Learning Software Engineer
  Designing and delivering solutions for VPU processors (C++). Developing software stack, bug fixing. Maintaining development enviroments with containerization. Backup Scrum Master for development team.
  July 2020 onwards

- **Intel Technology Poland**
  Software Validation Engineer
  Implementer of automation for functional tests for Cable Modems (Java, jUnit based framework).
  Creating and maintaining test setups, supporting developers with debugging of new features.
  May 2019 to June 2020

- **Intel Technology Poland**
  Software Validation Intern
  Responsible for defining and automating functional/performance validation cases for DOCSIS modems.
  July 2018 to May 2019

EDUCATION

- **M.S. Computer Science**
  University of Gdańsk
  2021

- **B.S. Computer Science**
  University of Gdańsk
  2019

SKILLS

- **Technologies**
  C++, Python, Java, Scala, Bash, Docker, Kubernetes, Linux

- **Patterns & Practices**
  Object Oriented Programming, Functional Programming, CI & CD

- **Project Management**
  Agile, Scrum

- **Others**
  TCP/IP, Networking protocols, Wireshark

PROJECTS & ACHIEVEMENTS

- **TanksGame** [`github.com/CzolgIT`]
  BA dissertation - Online game written in C++ with SDL2 library
  C++

- **StartOwl** [`github.com/inql/StartOwl`
  News aggregator based on RSS and Allegro API
  Scala, Akka

- **AlgorIT** [`Mat2Tab`]
  3rd place in nationwide competiton Mat2Tab 2017 - for application which helps to resolve flowcharts algorithms
  GameMaker

OTHER HIGHLIGHTS

- Completed **Advanced Modern C++** course provided by `train-it.eu`.

HOBBIES & INTERESTS

- Open Source

- Board & Video Games

- IoT

- Raspberry Pi