

# Dawid Bińkuś

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Gdańsk, Poland



## EXPERIENCE

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- **Intel Technology Poland**  
Deep Learning Software Engineer  
Designing and delivering solutions for VPU processors (C++). Developing software stack, bug fixing. Maintaining development environments 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

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- **M.S. Computer Science**  
University of Gdańsk  
2021
- **B.S. Computer Science**  
University of Gdańsk  
2019

## SKILLS

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- **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

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- **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 competition Mat2Tab 2017 - for application which helps to resolve flowcharts algorithms  
GameMaker

## OTHER HIGHLIGHTS

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

## HOBBIES & INTERESTS

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- Open Source
- Board & Video Games
- IoT
- Raspberry Pi