

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 environments with containerization. Backup Scrum Master for development team.
July 2020 onwards
 - **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
 - **Software Validation Intern**
Responsible for defining and automating validation cases for DOCSIS modems.
July 2018 to May 2019

EDUCATION

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

SKILLS

- **Technologies**
C++, Python, Java, Scala, Bash, Docker, Linux
- **Patterns & Practices**
Object Oriented Programming, Functional Programming, CI & CD
- **Project Management**
Agile, Scrum
- **Others**
TCP/IP, Networking protocols, Wireshark

PROJECTS & ACHIEVEMENTS

- **OnePass**
CLI tool for storing passwords
C++, Boost, CryptoPP
- **StartOwl**
News aggregator based on RSS and Allegro API
Scala, Akka
- **AlgorIT**
3rd place in nationwide competition 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