

PAWEL BURZYNSKI

Experience

Senior Software Developer, Money Debt and Credit Ltd.

2014 - now

- Responsible for designing the SOA based application architecture for our range of products and implementation of the key features of the architecture. Technologies used: **.NET/C#, WebApi, MVC, EntityFramework, MSSQL, AngularJS, bootstrap, JavaScript**
- Implementation and maintenance of TeamCity build server, writing build and automatic deployment scripts. Technologies used: **TeamCity, MSBuild, MSDeploy**
- Liaising with the development manager and key company stakeholders on application requirements, estimation and work division among the team members. Technologies used: **JIRA, Team Foundation Server.**

Software Developer, Opensoft Systems Ltd.

2011 - 2014

- Lead developer of SAP with automatic production system integration on two UK based sites of the one of the biggest food manufacturers in the world. Technologies used: **.NET/C#, WCF, MVC, EntityFramework, MSSQL**
- Lead developer of various industry oriented projects including reporting applications and recipe management systems. Technologies used: **.NET/C#, WCF, MVC, EntityFramework, MSSQL, AngularJS, bootstrap, JavaScript**
- Lead developer of the Active Virtualization Software (AVS) project which is a fully distributed virtual machines management system and a general purpose backup/restore and monitoring utility. Technologies used: **.NET/C#, Silverlight, WCF, MVC, EntityFramework, MSSQL, Ninject**

Software Developer, PGS Software.

2010 - 2012

- Software Developer responsible for creating custom business to business and business to customer web applications, product management systems and CMS solutions for one of the biggest florist networks in Europe. Technologies used: **.NET/C#, ASP.NET WebForms, JavaScript, ADO.NET, MSSQL, Ninject**

Software Developer, Koszalin University of Technology.

2008 - 2010

- Software Developer responsible for creating FLASH/WPF based interactive presentations for students. Technologies used: **.NET/C#, Flash, WPF**

Software Developer Internship, KUKA Systems GmbH.

2008

- Software Developer involved in creating spot welding controller with multi-threaded server and master/slave paradigm implementation for a real time welding application. Technologies used: **C/C++, C#/.NET, WinCE, WinForms**

Skills and Abilities

Programming Languages

- Proficient: C#, JavaScript, SQL
- Advanced: C/C++, Java
- Intermediate: Python, OCaml, F#

Technologies and methodologies

- .NET, Web Forms, Win Forms, MVC, Silverlight, WPF
- WCF, REST, JSON, SOAP

- NHibernate, Entity Framework, LINQ2SQL
- TeamCity, NUnit, Moq
- Ninject, Castle.DynamicProxy
- HTML5, CSS3, jQuery, jQuery UI, Kendo UI, AngularJS, Bootstrap
- SCRUM, AGILE, JIRA
- SVN, GIT (active developer on github), TFS
- Visual Studio, ReSharper, dotCover, dotPeek, StyleCop
- Active Directory and Windows Administration
- SQL, MSSQL
- VMware workstation, Hyper-V Server, (ESXi basic)
- JAVA, Android, Eclipse, Android Studio, Android Annotations
- OpenGL, DirectX, Flash
- Basic: InTouch, Kepware, Historian, OPC

Certificates

Microsoft

- **MCTS 70-480:** Programming in HTML5 with JavaScript and CSS3
 - **MCTS 70-515:** Web Applications Development with Microsoft .NET Framework 4
 - **MCTS 70-513:** Windows Communication Foundation Development with Microsoft .NET Framework 4
 - **MCTS 70-516:** Accessing Data with Microsoft .NET Framework 4
 - **PRO 70-519:** Designing and Developing Web Applications Using Microsoft .NET Framework 4
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Education

Wroclaw University of Technology, Poland, Master of Science

- **Thesis** – Analysis of properties of non-relational databases. This included a deep comparison between available commercial solutions as well as design and implementation of an industrial environment specific non-relational database. Grade: **A**
- Science scholarship

Wroclaw University of Technology, Poland, Bachelor of Science

- **Thesis** – Design and implementation of an industrial robot simulator. This involved implementation of a XNA 3D based view engine, an nVidia PhysX based simulation engine and a Grammatica based programming language which used .NET reflection to communicate with the simulation engine. Grade **A***
- Highest science scholarship

III LO (High School), Poland

- Final exams results (all advanced level)
 - Mathematics: 96%
 - Physics: 93%
 - English: 92%
 - Finalist of regional stage of physics Olympics
 - Mathematical scholarship from President of Wroclaw
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Other

Languages

- Polish – native
- English – fluent
- German – basic