Krzysztof Kucharski

krzysiekkucharski7@gmail.com

🌐 kkucharski.com in linkedin.com/in/kkuchar

+48 792 290 546

Software Developer

Experienced Software Engineer with a strong background in high-performance financial systems and consumer technology solutions. Delivered innovative, scalable software for a top investment bank and a leading consumer electronics brand, ensuring reliability and efficiency in demanding, data-intensive environments. Skilled in coding, debugging, and optimising software architecture to enhance performance across platforms.

Programming Languages: Java · Python · JavaScript · C# · Familiarity with C/C++
Project management: Git · GitLab · GitHub · Azure DevOps
Development: Spring Boot · JUnit · Mockito · Docker · Maven · Vertx · Kafka · MongoDB · ElasticSearch · SQL · MySQL · Oracle DB · PostgreSQL
Cloud: AWS · DigitalOcean · Hetzner · Firebase · Vercel · Cloudflare Pages · Cloudflare R2 · Bunny CDN & Bunny Stream
Game Development and Augmented Reality: Unity · ARCore · C#
Frontend: ReactJS · TypeScript · NextJS · Redux · Zustand · Webpack · SCSS · TailwindCSS · CSS Modules · Styled Components · Figma

EXPERIENCE

- **Software Engineer** — February 2025 – Present
  ING Hubs Poland

  ○ Worked on backend development for network security automation platform that creates and connects services and rules on firewalls. Major part of work was maintaining several Spring Boot services, Oracle databases, Kafka communication, deployments on Kubernetes clusters in OpenShift, handling logs and metrics in Elasticsearch, addressing risk, security concerns and providing weekly operational support duties.

- **Software Engineer (Analyst, Associate)** — April 2020 – January 2025
  Goldman Sachs

  ○ Worked on development and maintenance of microservices for processing, aggregation, and analytics of real-time financial data, leveraging custom cloud solutions and Java, Vertx, Kafka, MongoDB, ElasticSearch, Grafana, Prometheus, JUnit, Mockito, ReactJS, TypeScript, GitLab CI/CD.

  ○ Supported existing users with API issues and feature requests, identified and resolved scaling and reliability issues. Tuned database operations for faster data retrieval and oversaw backups, ensuring compliance and correctness. Participated in on-call support and production pipeline rotations, managing tests and resolving issues for all related EMEA projects and teams.

- **Software Engineer** — Jan 2018 – Apr 2020
  Samsung R&D Institute

  ○ Designed and implemented a multiplayer AR game using ARCore, Unity, and real-time 3D position streaming across Android devices with ultra-wideband sensors.

  ○ Built custom camera preview Android plugin for Unity and an AR barcode scanning system using the Scandit library.

  ○ Created PoC augmented reality application allowing users to place virtual 3D models of products in their own home. Final result was presented at internal company expo.

  ○ Developed a full-stack application for a warehouse management system using QR code scanning, Docker Compose, Django, MySQL, and Unity, which allowed workers to perform faster machine maintenance and better progress tracking.

  ○ Initiated collaboration with other teams to build frontend solutions for real-time data analytics using D3.js.

- **Intern**   Jul 2015 – Sep 2015, Oct 2016 – Dec 2017
  Samsung R&D Institute Warsaw, Poland
  - Developed Eclipse and IntelliJ plugins for graphics card performance analytics (Java, JavaFX).
  - Worked on an Android application leveraging OpenGL ES that allowed for sharing AR virtual whiteboard between users.

EDUCATION

Warsaw University of Technology   Warsaw, Poland
The Faculty of Electronics and Information Technology   *2012 – 2017*
Master of Science in Engineering, Telecommunication

Remote Object Recognition in Images with AI (Python, Java, Caffe, MXNet)
Implementation of the MPEG-7 library for image classification (C++, Java, Python, JNI, ctypes)