Krzysztof Kucharski

https://kkucharski.com

krzysiekkucharski7@gmail.com

+48 792 290 546

EXPERIENCE

Goldman Sachs — Warsaw, Poland
Software Engineer (Analyst, Associate) — *April 2020 – Present*

- 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.

Samsung R&D Institute — Warsaw, Poland
Software Engineer — *Jan 2018 – Apr 2020*

- 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.

Samsung R&D Institute — Warsaw, Poland
Intern — *Jul 2015 – Sep 2015, Oct 2016 – Dec 2017*

- 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.

SKILLS

Languages: Java · Python · C# · JavaScript · TypeScript · Familiarity with C/C++

Development Tools: AWS · Google Cloud · Firebase · Vercel · DigitalOcean · Docker · Git · GitLab · GitHub · CI/CD · Maven · JUnit · Mockito · Vertx · Kafka · MongoDB · ElasticSearch · SQL · MySQL · PostgreSQL · Basic familiarity with Spring Boot & Hibernate

Game Development and AR: Unity · ARCore · C#

Frontend Technologies: ReactJS · TypeScript · NextJS · Redux · Zustand · Webpack · SCSS · TailwindCSS · CSS Modules · Styled Components · Figma

EDUCATION

Warsaw University of Technology — Warsaw, Poland
The Faculty of Electronics and Information Technology — *2015 – 2017*
Master of Science in Engineering, Telecommunication

Remote Objects Recognition in Images with AI (Python, Java, Caffe, MxNet)

Warsaw University of Technology — Warsaw, Poland
The Faculty of Electronics and Information Technology — *2012 – 2015*
Bachelor of Science in Engineering, Telecommunication

Implementation of the MPEG-7 library for image classification (C++, Java, Python, JNI, ctypes)