Krzysztof Kucharski

https://kkucharski.com Mobile: +48792290546

EDUCATION

• Warsaw University of Technology

Warsaw

The Faculty of Electronics and Information Technology
Master of Science in Engineering, Telecommunication

2015 - 2017

Email: krzysiekkucharski7@gmail.com

Remote objects recognition in images with CNN (Python, Java, caffee, mxnet)

• Warsaw University of Technology

Warsaw

The Faculty of Electronics and Information Technology Bachelor of Science in Engineering, Telecommunication 2012 - 2015

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

EXPERIENCE

Goldman Sachs
Warsaw, Poland

Analyst, Associate April 2020 - present

• **Development & Support**: Implementing and managing distributed services for processing, analytics and visualisation of financial data (Java, Kafka, MongoDB, Vertx, ReactJS)

Samsung R&D Institute

Warsaw, Poland

Software Engineer

Jan 2018 - April 2020

- Augumented Reality:
 - * Design and implementation of Unity AR Core multiplayer game with custom system of data streaming with TCP & UDP
 - * Integration of custom camera preview plugin for Unity
 - * Warehouse management system with QR code scanning (Docker, Django, MySQL, Unity)
 - * AR barcode scanning (Scandit, Unity)
 - * Other minor PoC applications with ARCore & Unity
- Data Visualisation: Realtime charts (D3.js)

Samsung R&D Institute

Warsaw, Poland

Internship

Jul 2015 - Sep 2015, Oct 2016 - Dec 2017

- User Interface: Implementation of UI views and controls for Eclipse & Intellij plugins for analyzing graphics hardware
- Augumented Reality: User Interface for custom made Android + OpenGL ES AR games & applications

SKILLS

- Languages: Java, Python, JavaScript, C#
- Game Development and AR: Unity, ARCore, C#
- Frontend: ReactJS, TS, NextJS, Redux, Webpack, SCSS, TailwindCSS, CSS Modules, Styled Components, Figma
- Other: Google Cloud, Firebase, Vercel, DigitalOcean, Docker, Git, Maven, Vertx, Kafka, MongoDB