

Kamil Machnicki

SOFTWARE ENGINEER · C++ DEVELOPER

Wrocław, Poland

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Skills

Technologies

- **Advanced skills** - C/C++ (C++ 11/14/17, STL, Boost, design patterns)
- **Intermediate skills** - Python, JavaScript (Node.js), Git, Subversion, GNU Linux/Unix
- **Tools familiarity** - Klocwork, SonarQube, Gitlab, Github, Crucible, ReviewBoard, Jenkins CI, TeamCity CI, Jira, Confluence

Languages

- **Polish** - native speaker
- **English** - professional working proficiency
- **German** - elementary proficiency

Experience

Nokia Networks

Wrocław, Poland

SOFTWARE ENGINEER, C++

Jul. 2014 - Dec. 2017

- Developed embedded functionalities and code maintenance for base transceiver stations (BTS).
- Participated in a different projects regarding backend software development in C++ using newest language standards C++11/14.
- Cooperated with other development, testing and integration teams in a vast multi-national environment in Scrum methodology.
- One of the projects required backend services development in JavaScript using Node.js and scripting in Python.
- Possessed knowledge regarding radio technology with its 2G/3G/4G (GSM, WCDMA, LTE) standards.

Education

Wrocław University of Science and Technology

Wrocław, Poland

M.Sc. IN COMPUTER SCIENCE AT ELECTRONICS DEPARTMENT, APPLIED COMPUTER ENGINEERING IN MEDICINE SPECIALIZATION

Feb. 2016 - Sep. 2017

- Numerous projects regarding Machine Learning and Artificial Intelligence done in Python.

Wrocław University of Science and Technology

Wrocław, Poland

B.Sc. IN COMPUTER SCIENCE AT ELECTRONICS DEPARTMENT, INTERNET ENGINEERING SPECIALIZATION

Sep. 2012 - Feb. 2016

- Gained knowledge of low-level computer architecture and design as well as programming techniques and electronics.
- Was an active member of a game development academic club TKGames.

Certifications and Courses

Permission to operate electric devices of voltage not exceeding 1kV (required for labs entering)

2018

SEP (ASSOCIATION OF POLISH ELECTRICAL ENGINEERS)

Design Patterns in C++

2017

INFOTRAINING

ISTQB Certified Tester Foundation Level

2016

POLISH TESTING BOARD

Practical Aspects of Software Development

2014

NOKIA NETWORKS

CCNA Routing and Switching: Introduction to Networks

2014

CISCO NETWORKING ACADEMY

Notable projects

Application of selected machine learning algorithms to the behaviour controlling of non-player characters for a chosen video game

2017

PYTHON, MACHINE LEARNING, ARTIFICIAL INTELLIGENCE, REINFORCEMENT LEARNING, ALGORITHMS

Web portal for editing, compiling and running C++ code, with code quality metrics

2016

PYTHON/C++, CODE EXECUTION SANDBOXING, VIRTUALIZATION, LINUX CONTAINERS, DOCKER, VAGRANT, C++ CODE QUALITY MEASUREMENT

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