

SENIOR SOFTWARE ENGINEER · C++ DEVELOPE

Wrocław, Poland

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Skills

Technologies · Int

• Advanced skills - C++ 11/14/17, STL, Boost, Qt, Design patterns

• Intermediate skills - Python, JavaScript (Node.js), Git, Subversion, GNU Linux/Unix

• Tools familiarity - Gtest, Gmock, Valgrind, Clang, Cppcheck, Klocwork, SonarQube, Gitlab, Github

• Polish - native speaker

Languages

• English - professional working proficiency

• German - elementary proficiency

Experience ____

Sii/QIAGEN Wrocław, Poland

SOFTWARE ENGINEER, C++

Nov. 2018 - now

- Member of a core team developing UI and control software for a new automated DNA/RNA purification instrument.
- Qt Framework and C++17 standard were used in production.
- Obtained knowledge in molecular diagnostics, medical biology and digital electronics.

Nokia Networks Wrocław, Poland

SOFTWARE ENGINEER, C++

Jul. 2014 - Jan. 2018

- Developed embedded functionalities and code maintenance for base transceiver stations (BTS).
- Participated in multiple 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

SEP (Polish Society of Electricians) - Permission to operate electric devices of voltage up to 1kV	2018
Infotraining - Design Patterns in C++ 14	2017
Polish Testing Board - ISTQB Certified Tester Foundation Level	2016
Nokia Networks - Practical Aspects of Software Development	2014
Cisco Networking Academy - CCNA Routing and Switching: Introduction to Networks	2014

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