europass

Curriculum Vitae

PERSONAL INFORMATION	Krzysztof Jusiak

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WORK EXPERIENCE

11/2013 - Present

C++ Game Developer (Mobile)

King, London (United Kingdom)

C++(C++11, STL), Android, iOS, Linux, Windows, Git, Merculiar

9/2009 – 10/2013

Software Engineer

Nokia Solutions and Networks, Wroclaw (Poland)

Responsible for development of management system for LTE base station including design, testing, implementation and maintenance using agile methodologies and extreme programming techniques such as test-driven development, pair programming, pair review and continuous integration

C++(STL, Boost), TTCN-3, Python, Shell Scripting, Linux, Git

4/2009 – 8/2009

Software Integration Engineer

Nokia Siemens Networks, Wroclaw (Poland)

Responsible for analysis and automation of test scripts

Python, GNU Make, Cruise Control, Windows, Serena Dimensions

PROJECTS

8/2013 – Present

Boost Meta State Machine fork
https://github.com/krzysztof-jusiak/msm

Responsible for implementation of extensions to the original library which allows having non default constructors within actions and guards, process non typed events as well as integration with the C++ Dependency Injection Framework

C++(Boost), Linux, Windows, Git

7/2013 - Present

'Google Mock' mocks generator
https://github.com/krzysztof-jusiak/gmock

Responsible for implementation of a script for generating 'Google Mock' like mocks using Clang compiler tools

Python, Clang, Git

7/2013 – 8/2013

Match3
https://github.com/krzysztof-jusiak/match3

Responsible for all aspect of software engineering of a game using Simple DirectMedia Layer library

C++(C++11, STL, Boost), SDL, Linux, Windows, Git

2/2013 - Present

MaxCad
Software Architect, Software Engineer

Responsible for all aspects of software engineering of an commercial application which improves projecting of printed circuit boards

C++(C++11, STL, Boost), Qt, wxWidgets, Linux, Windows, Git

2/2012 - Present	**C++ Dependency Injection Framework** https://github.com/krzysztof-jusiak/di Responsible for all aspects of software engineering of an dependency injection framework for C++ using latest C++ standard *C++(C++11, STL, Boost), Python, Linux, Git*
7/2011 – 2/2012	**C++ Quick Finite State Machine** https://github.com/krzysztof-jusiak/qfsm Responsible for all aspects of software engineering of an Unified Modeling Language compliant finite-state machine framework for C++ *C++(STL, Boost), Python, Linux, Git*
2/2009 - 2/2011	**C++ Template Unit Test Framework** http://tut-framework.sourceforge.net Responsible for implementation of an architecture independent stubbing/wrapping method for C++ including template functions *C++(STL, Boost), Assembler, Linux, Subversion*

PERSONAL SKILLS

Mother tongue(s)   Polish

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C1	C1	C1	C1	C1
German	A2	A2	A2	A2	A2

Levels: A1/2: Basic user - B1/2: Independent user - C1/2 Proficient user
Common European Framework of Reference for Languages

TECHNICAL SKILLS

Languages   C/C++(C++11, STL, Boost), D, C#, Java, PHP, Python, TTCN-3, SQL, Shell Scripting

Web Technologies   ASP.NET, JavaScript, ActionScript, XML, CSS

Graphical User Interface Libraries
Multimedia Libraries   Qt, wxWidgets, SDL

Version Control Systems   Git, Mercurial, Subversion

Operating Systems   Linux(Gentoo, RedHat), Unix(FreeBSD), Android, Windows

Agile methodologies   Scrum, eXtreme Programming, Agile Modeling(UML)

EDUCATION

2005 - 2010	**MSc** Wroclaw University of Technology

Field of Study	Computer Science, Software Engineering
MSc Thesis	Recognition of similar images based on cognitive process of human beings
Grade	Excellent

TRAINING

2013	Concurrent and distributed programming in C++	Infotraining
2013	Root Cause Analysis Escaped Defect Analysis	Nokia Siemens Networks

2012	Design Patterns	Infotraining
2012	Coaching	TNM Coaching
2012	Team Communication	Grupa Set
2011	Agile Modeling	Nokia Siemens Networks
2010	Test Driven Development	Craig Larman
2010	Signalling in E-UTRAN/LTE	Leliwa

ADDITIONAL INFORMATION

Software engineer focused on modern C++ development, especially for embedded systems with strong analytical and problem solving skills, experienced with agile methodologies, extreme programming and team work

Interests   travelling, basketball, swimming, micro-controllers