


 **Krzysztof Jusiak**

**Software Engineer**

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## **Employment**

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### **King. London, United Kingdom (2013 - Present)**

*Game/Software Developer (Mobile)*

- Implementing and releasing multi-platform games played by more than 100 millions active daily players
- Reduced time to render the textures by 10% by changing loading files caching mechanism

### **Nokia Networks. Wroclaw, Poland (2009-2013)**

*Software Engineer*

- Improved base station links capacity by 200% by optimizing - performance critical - links establishment code
- Fixed blocking issues during software trial (Christmas time) by implementing base station memory remote tracker
- Reduced event dispatching execution time by 30% by implementing declarative/compile-time state machine

*Software Engineer (Test Automation), Intern*

- Reduced regression testing time from 8 hours to 40 minutes by implementing parallel execution test framework

## **Projects**

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### **Boost.DI - C++ Dependency Injection. (2012 – Present) - <https://github.com/krzysztof-jusiak/di>**

- Proposed to Boost libraries, C++14 header only, type safe library providing compile-time, macro free constructor dependency injection

### **Automatic Mocks Injector. (2014) - [https://github.com/krzysztof-jusiak/mocks\\_injector](https://github.com/krzysztof-jusiak/mocks_injector)**

- C++11, header only library providing automatic, type safe mocks injection

### **'Google Mock' mocks generator. (2013) - <https://github.com/krzysztof-jusiak/gmock>**

- Python script based on clang generating 'Google Mock' friendly mocks implementation

## **Education**

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### **University of Technology. Wroclaw, Poland (2005 - 2010)**

- MSc in Computer Science, Software Engineering. (Top grade)

## **Skills**

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- **Languages:** C++ (STL, Boost, C++14), C#, Java, Python, Shell Scripting
- **Operating Systems:** Linux, Android, iOS, Mac OS, Windows
- **Version Control Systems:** Git, Mercurial