

**Candidate Name:** Krzysztof Jusiak  
**Personal Website:** <http://krzysztof.jusiak.net>  
**E-mail:** [krzysztof@jusiak.net](mailto:krzysztof@jusiak.net)  
**Phone:** (+44) 791-384-1386

## **Employment**

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

Software Engineer (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 Solutions and Networks. Wroclaw, Poland (2009-2013)**

Software Engineer

- Improved base station links capacity by 200% by optimizing - performance critical - links setup code
- Fixed blocking issues during software trial (Christmas period) 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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### **Wroclaw 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#, Python, Java, Shell scripting
- **Operating systems:** Linux, Android, iOS, Mac OS, Windows