

Tomasz Kulik

phone: +48 660 718 720 tomek.kulik2@gmail.com linkedin.com/in/tomkulik github.com/kulikthebird

Experience

Jun/20 - Software Developer

Luxoft, Wrocław, Poland

I started work in a 5G project for a telco company. The work have been focused mainly on delivering new features to the services in the client's codebase. Working in the cloud environment became my standard way of thinking about software development.

- · Developing the 5G core software
- · Implementing mainly new features
- · Preparing a documentation and specification of new features
- · Working on microservices in a cloud environment (Azure)
- · Testing new features
- · Working with Docker, Kubernetes
- · Programming: Rust, Python3, C++

Aug/18 - Jun/20 Engineer Software Developer

Nokia, Wrocław, Poland

After getting more experience in the project and programming skills I decided to focus more on the software development. Besides Python3, I started writing code for the telecommunication embedded system in C++14. I was also responsible for writing tests in TTCN-3 language. There were also other projects written mainly in Python in which I took part.

- Developing LTE and IoT software in eNodeB component (Control Plane)
- Developing middleware for Radio Module (init, systemd, Yocto)
- · Implementing new features and maintaining legacy code
- · Bug fixing, fault analysis
- · Python3 and C/C++14 code reviewer
- · Member of a scrum team
- Programming: C++14, Python3, TTCN-3, VBA, Bash

Jun/15 - Aug/18 Software Test Engineer

Nokia, Wrocław, Poland

I started work as a Working Student in Nokia by the end of a 2nd year of studies. I was part of Q&A team that worked on tests for base station. After few months I switched to the full time job and became a Test Engineer. To get a wider view of the project I took part in the review process as a code reviewer. The job gave me a chance of working close to the 'bear metal' and simultaneously to learn good practices in programming.

- Writing automated tests, preparing documentation of test plans
- · Functional Testing, Integration Testing
- · Working on a test environment for LTE software U-plane and C-plane in eNodeB
- · Python3 code review and co-author of "test guide"
- · Member of a scrum team
- · Programming: Python3, RobotFramework, Bash

Education

My studies were focused mainly on a theory of Computer Science, though there were also practical exercises. I was using a number of programming languages during labs. I learned about algorithms used in various fields such as networking, distributed systems, coding and compression of data, compilers, data mining, optimization and so forth.

2017 - 2019 Master's Degree in Computer Science - Algorithmics

Wrocław University of Science and Technology

Faculty: Fundamental Problems of Technology

Thesis: "Filtering algorithms in constraints programming".

Description and implementation of algorithms for domains reduction (constraints propagation) within IBM CPLEX

environment. C++11 / Optimization

2013 - 2017 Bachelor's Degree in Computer Science

Wrocław University of Science and Technology

Faculty: Fundamental Problems of Technology

Thesis: "Computer modeling and solving geometry puzzles that require collision detection".

Solver of 'Snake cube puzzle'. Application consists of an interactive 3D GUI that allows the user to manipulate the

model and to solve it step by step. C++11 / OpenGL

Certifications

- Best practices of object-oriented programming in C++ language
- ISTQB Certified Tester Foundation Level
- E-UTRAN/LTE Signalling
- LTE Cellular IoT

Tools

- Cloud/DevOps: Azure (basics), Docker, Jenkins, Kubernetes
- Programming: Bison, Cplex, GTest, OpenGL, PyTest, Yocto
- Codebase and CI: Fisheye, Gerrit, Git, Gitlab, Jenkins, Svn
- Machine Learning: Keras, Matplotlib, Numpy, Pandas, Scikit-learn
- Operating Systems: Linux, Windows
- Misc: Jira, Confluence, etc.

Skills

- Languages: Polish (Native language), English (B2)
- **Programming:** C/C++ (experienced), Python (experienced), Rust (intermediate), Julia (intermediate), Go (basic), Prolog (basic), SQL (basic), VBA (basic)
- Personal: Team player, Fast learner, Sharing knowledge

Interested in

- Dance and sport in general (trekking, snowboard, workout, etc.)
- · Machine learning and algorithmics
- Guitar

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