










-  Over 14 years of experience as a software engineer.
-  Microsoft .NET oriented, but easily capable of switching to other technologies.
-  Pragmatic development: leveraging simple solutions to achieve business goals while remaining open to adapt and scale.
-  Particularly interested in domain-driven design, API development, distributed systems and microservices.
-  Skilled in architecting and implementing cloud solutions.
-  Deep understanding how to design maintainable systems and write clear, self-descriptive code.
-  Strong focus on the agile process and its constant improvement.
-  Using AI tools to boost productivity.
-  Experience working in a multinational environment.

Work History

- 2024/06 - present **Senior Back-End Engineer**
Tributech, Linz, Austria
<https://www.tributech.io>
.NET / C#, SQL Server, Docker, Kubernetes
Designed and developed APIs for external clients, enhancing integration capabilities. Improved the scalability and security of existing solutions, increasing system performance and reducing vulnerabilities. Executed DevOps procedures.
- 2022/04 - 2024/06 **Senior Back-End Engineer**
CyberVadis, Warsaw, Poland
<https://cybervadis.com>
.NET / C# and F#, Azure (functions, ServiceBus, Configuration, KeyVault, databases), SQL Server, Docker
Applied DDD approach to conceptualize, design, implement, and test new business features. Played a back-end developer role in a team responsible for managing and maintaining four core services, facilitating communication through messaging infrastructure. Actively engaged in identifying and resolving production issues flagged by the support department, contributing to ensuring system stability.
- 2020/12 - 2022/04 **Senior Back-End Engineer**
Ilabo, Warsaw, Poland
<https://ilabo.com>
.NET / C#, Azure, EventFlow, CosmosDB, Redis, SQL Server, Docker, Kubernetes
I was responsible for the design and implementation of new features. The system was divided into several services. Leading a team of developers I designed and implemented

I hereby consent to my personal data being processed for the purpose of considering my application.

Łukasz Łepecki

Senior Back-End
Engineer



Personal Info

Phone
+48 798475077

Email
lukasz@lepecki.dev

LinkedIn
linkedin.com/in/llepecki

GitHub
github.com/llepecki

Website
lepecki.com

Skills

core competencies: ★★★★★

- .NET / C# and F#
- object-oriented programming
- functional programming
- system design

some of the core ones. I was also actively working on improving the development process.

2019/08 Senior Back-End Engineer

- 2020/12 *Appfire, Gdansk, Poland*

<https://appfire.com>

.NET / C#, Node.js, TypeScript, Google Cloud Platform

Worked on the top company product - TFS4JIRA - a solution to synchronize between Azure DevOps and Jira. A product oriented company where I spent much time on design and data analysis. Frequent direct contact with clients was also a part of my job.

2018/02 Senior Full-Stack Engineer

- 2019/08 *ABB – Library, Cracow, Poland*

<https://library.abb.com>

.NET Core / C#, ASP.NET Web API, React, Azure, SQL Server, Entity Framework

Portal for searching and storing technical documentation for the whole corporation. Work equally divide between backend and frontend. Strong focus on application safety and performance. The project involved big data volumes.

2016/09 Senior Back-End Engineer

- 2018/02 *SDC A/S – ERP Eika, Warsaw, Poland*

<https://www.sdc.dk>

.NET / C#, ASP.NET Web API, WCF, ASP.NET MVC, Angular

Implementation of the PSD2 directive. Financial institutions will be obliged to expose web interfaces for user bank account management and the system was to handle such calls in a safe and secure manner.

2015/05 Senior Full-Stack Engineer

- 2016/09 *KMD Poland Sp. z o.o. – AnyPay, Warsaw, Poland*

<https://www.kmd.net>

.NET / C#, ASP.NET Web API, Angular, MS SQL Server, Entity Framework

The core of a financial system for mobile payments in Denmark. The system was created from scratch and will become a part of the existing infrastructure. The core part was happening on the backed site but the project also involved frontend areas for internal usage.

system design: ★★★★★

- domain-driven design
- CQRS
- event sourcing
- design patterns
- distributed systems
- messaging patterns
- microservices
- API design
- RESTful APIs

databases: ★★★★★

- SQL
- Microsoft SQL Server
- CosmosDB

cloud: ★★★★★

- Microsoft Azure
- Amazon AWS
- Google Cloud Platform

testing: ★★★★★

- test-driven development
- performance and memory profilers
- unit and integration testing

frontend: ★★★★★

- JavaScript
- TypeScript
- Node.js
- React

CI/CD: ★★★★★

- Azure DevOps
- Terraform
- TeamCity
- Jenkins
- Git

project frameworks: ★★★★★

- Scrum
- Kanban

- 2014/11 - 2015/04 **Back-End Engineer**
Canon Ophthalmic Technologies Sp. z o.o. – OPS, Wroclaw, Poland
<https://www.canon-ot.com.pl>
.NET / C#, WPF, WCF
 A desktop application for performing ophthalmic examinations. Since it was an application used in human medicine the requirements had to be strictly followed and high reliability was required.
- 2013/11 - 2014/11 **Back-End Engineer**
Scientific Games – DaVinci, Cracow, Poland
<https://www.scientificgames.com>
.NET / C#, ASP.NET, web services, MS SQL Server, NHibernate
 An international project the modules of which were being created by teams from three countries. The project required tight cooperation with other teams and a lot of integration work. Most focus was on implementation of a web services that were meant for governmental institution.
- 2013/08 - 2013/11 **Back-End Engineer**
UBS – Strategy Centre, Cracow, Poland
<https://www.ubs.com>
.NET / C#, WPF
 Worked on an extensive window application, used internally by traders of one the largest investment banks. Work was equally divided into implementing new features and fixing bugs.
- 2013/01 - 2013/08 **Back-End Engineer**
Novomatic Technologies Poland – Random Number Provider, Cracow, Poland
<https://novomatic-tech.com>
.NET / C#, WPF
 Designed and developed main module of the system, which was responsible for generating random numbers, securing them from sniffing and modification and distributing among clients, i.e. gaming devices. Key goals were to make the module tamper-proof and efficient.

Languages

English - C1

Polish - C2

- 2012/06
- 2013/06
- Back-End Engineer
- Novomatic Technologies Poland – Game Download System, Cracow, Poland*
- <https://novomatic-tech.com>
- .NET / C#, ASP.NET MVC, web services, JavaScript, MS SQL Server**
- Redesigned and refactored an existing system in order to make it suitable for new markets. The purpose of the system was to enable users to perform remote software installation and configuration. The work included implementing new features and a brand new web UI.
- 2012/06
- 2013/01
- Back-End Engineer
- Novomatic Technologies Poland – NovoVLTech, Cracow, Poland*
- <https://novomatic-tech.com>
- .NET / C#, SQL Server, memory and performance profiling tools**
- Redesigned and developed parts of an existing system to increase scalability. The system was meant to gather data from gaming devices, process them and create statistics. The goal was to substantially increase performance so that much larger number of gaming devices could be handled.
- 2012/01
- 2012/06
- Back-End Engineer
- Novomatic Technologies Poland – Auto Cash Safe, Cracow, Poland*
- <https://novomatic-tech.com>
- C++Builder, C (embedded), MS SQL Server**
- Designed and developed a new module for an existing system. The module was a proxy between a large financial system and an ATM device that could withdrawal cash. The key goal was to ensure transaction safety and restrict access to the cash inside the ATM device.
- 2010/01
- 2012/01
- Back-End Engineer
- Novomatic Technologies Poland – Novoware Maintenance, Cracow, Poland*
- <https://novomatic-tech.com>
- C++Builder, MS SQL Server, Reporting Services, Crystal Reports**
- A maintenance project that involved fixing bugs and developing new features according to end

users requirements. The product was a large distributed financial and management system used by many clients all over the world.

2009/06 - 2010/01 **Test Automation Engineer**
Novomatic Technologies Poland – Novoware Automated Tests, Cracow, Poland
<https://novomatic-tech.com>
.NET / C#, C++, TestComplete, AutoIt, JavaScript
Developed numerous tools and automated test for QA division. Applications simplified tedious UI testing and simulated real-life system overhead.

Education

2004/10 - 2010/06 **Automation and Robotics, MSc**
AGH University of Science and Technology in Cracow, Cracow, Poland
<https://www.agh.edu.pl>
thesis: **OCR Neural Network Implementation on an Embedded Device**
stack: C++, .NET (C#, C++/CLI), embedded

Certificates

2025/05 **Game Theory**
Stanford University
<https://www.coursera.org/account/accomplishments/verify/1Y9GRREZTEC0>
The course covered the following concepts:

- Mixed-Strategy Nash Equilibria
- Alternative Solution Concepts
- Extensive-Form Games
- Repeated Games
- Bayesian Games
- Coalitional Games

2024/04 **Professional Scrum Developer™ I (PSD I)**
Scrum.org
<https://www.credly.com/badges/a95f1e0b-b913-4124-96c5-99265c2bdea6>

2010/01 **Certified Tester Foundation Level (CTFL)**
ISTQB

Courses

- | | |
|---------|--|
| 2011/01 | Agile Development – Introduction to Scrum |
| 2012/01 | Agile Development – Introduction to Kanban |
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Projects

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| 2016/10 | Academic Teacher |
| - 2016/12 | <i>Warsaw University of Information Technology</i>
Invited to conduct classes about software design, i.e. object oriented programming and design patterns. |
| 2013/06 | Instructor |
| - 2014/01 | <i>Novomatic Technologies Poland</i>
Volunteered to prepare presentations and conduct classes about design patterns for my teammates. |
| 2011/06 | Academic Teacher |
| - 2012/01 | <i>AGH University of Science and Technology in Cracow</i>
Invitation from my Alma Mater to conduct series of classes about software design and agile processes. |