

Marcin Biegun

SOFTWARE ENGINEER

✉ marcin@mm.st

🏠 martinrocker.com

📧 marcinbiegun

🌐 mabiegun

📺 spacecatlabs

🎮 Martin Rocker 3D

Professional Summary

I'm a self-taught software developer generalist who enjoys solving complex problems with simple solutions.

I have 10 years of experience working as a software developer for webdev projects in multiple roles. 2020 was the year when I've decided to pivot my career towards more creative endeavors and started working as a game developer.

My current interests include but are not limited to 3D graphics, game mechanics, real-time audio-visual experiences, and procedural art creation. I still enjoy doing Linux and devops projects.

Gamedev Skills

Programming languages C++, C, Python, HLSL, GLSL

Unreal Engine 5 Developing gameplay systems and engine tools with C++, Blueprint scripting, materials, lights, VFX, animations, level building

Other technolgies Unity3D

Tech Art Skills

Creative toolkits TouchDesigner, Processing, JavaScript WebGL

Video Resolume, VDMX, Final Cut Pro X

3D Blender, Houdini, Notch

Music Ableton Live, Fruity Loops

Application Development Skills

DevOps Ubuntu, Proxmox, Ansible, AWS, Heroku

Databases PostgreSQL, RabbitMQ, Redis

Backend Ruby, Rails, Elixir, Phoenix, Go, GraphQL

Frontend HTML, CSS, JavaScript, React

Mobile apps React Native

Data processing SQL, DBT, Jupyter, Spark

Work Experience

Anshar Studios

Katowice

C++ DEVELOPER, UNREAL ENGINE

Dec. 2020 -

- Worked on porting (an undisclosed) game from Untiy3D to Unreal Engine 5.
- Developed gameplay features.
- Created engine tools for game designers.

Codibly

Kraków

SENIOR FULL STACK DEVELOPER

Apr. 2020 - Nov. 2022

- Worked on a distributed Elixir/OTP application managing thousands of IoT devices in a renewable energy industry.
- Mentored colleagues new to functional programming and Elixir/OTP.
- Contributed to the backend application providing GraphQL API.
- Contributed to the frontend application written in Elm language.

Software Mansion

Kraków

SENIOR FULL STACK DEVELOPER

Nov. 2019 - Apr. 2020

- Worked on a React Native application. Refactored old web JavaScript code, introduced a framework for sharing JavaScript between platforms.
- Developed a hardware-accelerated video encoding module for Membrane (media streaming framework) using Elixir and C++.

Contractbook

Remote

SENIOR FULL STACK DEVELOPER

Oct. 2018 - Jul. 2019

- Delivered features in a large Elixir / Phoenix and JavaScript / React application.
- Designed, implemented and maintained a data processing pipeline used for processing user interaction and financial data. Built reports in Metabase.
- Cooperated in a multinational remote-first company.

Social Drug Policy Initiative NGO

Kraków

LEAD DEVELOPER

Apr. 2018 - Aug. 2018

- Worked with the product owner and designers to translate the product vision into a product spec.
- Maintained ticket boards and specification documents.
- Set up server infrastructure and build system.
- Lead sprint meetings and managed the team of 3 junior developers working on a React Native mobile app and on Ruby backend service.

Relay That

Remote

FULL STACK DEVELOPER

Nov. 2016 - Mar. 2018

- Worked with USA-based product owner on giving the product a new direction. Scoped projects, maintained task lists.
- Refactored a legacy Ruby on Rails codebase into a modern API service.
- Built a new frontend application in JavaScript and React.
- Built a JavaScript graphic composition library using modern CSS features.

Base CRM

Kraków

SOFTWARE ENGINEER

Nov. 2012 - Oct. 2016

- Delivered features in a complex architecture composed with dozens of Ruby microservices, large SQL and Elasticsearch databases, and RabbiMQ event queue.
- Worked closely with US-based finance and sales teams, gathered their requirements, wrote specifications, lead and coded the projects.
- Maintained a complex SASS pricing service, migrated to new pricing options.
- Built a system for collecting and processing financial data in Ruby, then migrated it to Apache Spark.
- Built an internal application for inspecting user data and running administrative actions.
- Lead a company-wide localization effort on multiple platforms.

Social Bicycles

Kraków

MID DEVELOPER

Nov. 2011 - Oct. 2012

- Developed an application for processing GSM communication between bikes and a server using ProtoBuf, Ruby, and RabbitMQ.
- Built an user-facing web application using Ruby on Rails and Backbone.js.

Left Brain

JUNIOR DEVELOPER

- Developed web applications using Ruby on Rails and MySQL.

Kraków

Nov. 2010 - Oct. 2011

Freelance

WEB DEVELOPER

- Built websites using PHP Content Management Systems.

Remote

Nov. 2008 - Oct. 2010