

# Marcin Biegun

SOFTWARE ENGINEER

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## Professional Summary

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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

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**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 technologies** Unity3D

## Tech Art Skills

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**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

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**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

## Education

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**Silesian University of Technology**

*Gliwice*

B.S. IN MACROFACULTY OF ROBOTICS, ELECTRONICS AND INFORMATION AND COMMUNICATION TECHNOLOGIES

*Jul. 2006 - Nov. 2008*

- Earned 55 ECTS credits towards a Master's Degree

## Training and courses

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2022 **C++ Beyond Basics**, by Kate Gregory [Pluralsight.io](https://www.pluralsight.com/courses/cplusplus-beyond-basics)

2022 **Algorithms and Data Structures - Part 1**, by Rober Horvick [Pluralsight.io](https://www.pluralsight.com/courses/algorithms-and-data-structures-part-1)

2022 **Algorithms and Data Structures - Part 2**, by Rober Horvick [Pluralsight.io](https://www.pluralsight.com/courses/algorithms-and-data-structures-part-2)

# Work Experience

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## Anshar Studios

C++ DEVELOPER, UNREAL ENGINE

Katowice

Dec. 2020 - Apr. 2022

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

## Codibly

SENIOR FULL STACK DEVELOPER

Kraków

Apr. 2020 - Nov. 2020

- 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

SENIOR FULL STACK DEVELOPER

Kraków

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

SENIOR FULL STACK DEVELOPER

Remote

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

LEAD DEVELOPER

Kraków

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

FULL STACK DEVELOPER

Remote

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

SOFTWARE ENGINEER

Kraków

Nov. 2012 - Oct. 2016

- Delivered features in a complex architecture composed with dozens of Ruby microservices, large SQL and Elasticsearch databases, and RabbitMQ 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

MID DEVELOPER

Kraków

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

Kraków

Nov. 2010 - Oct. 2011

- Developed web applications using Ruby on Rails and MySQL.

## Freelance

WEB DEVELOPER

Remote

Nov. 2008 - Oct. 2010

- Built websites using PHP Content Management Systems.