

# Marcin Biegun

SOFTWARE ENGINEER · WEB EXPERT · CREATIVE CODER

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## Professional Summary

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I got into computing at the age of 8 thanks to my beloved Amiga 500 system, and later into programming by building custom Ultima Online worlds with an esoteric E-Script language back in 2008.

Since then I've professionally created web pages, command-line tools, React and React Native apps, worked with SQL and noSQL databases, large micro-services applications, automated infrastructure operations with Docker and Kubernetes, converted spaghetti codebases into clean API services and lead a few projects through the software life cycle.

In 2016 I've started learning about video media and 3d graphics. This allowed me do a few VJ productions and release some open-source projects. This period of exploration convinced me to pivot my career in 2020 towards a game engine that has impressed me the most - Unreal Engine 5.

## Creative Skills

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**Coding** Unreal Engine (C++), Unity3D (C#), TouchDesigner (Python), Processing (Java), HLSL/GLSL shaders

**Video** VDMX, Resolume, Final Cut Pro X

**3D** Blender, Notch, Houdini

**Music** Ableton Live, Fruity Loops

## Webdev Skills

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**DevOps** Linux, Ansible, AWS, Heroku

**Database** PostgreSQL, RabbitMQ, Redis

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

**Frontend** JavaScript, React

**Mobile** React Native

**Data** SQL, DBT, Jupyter, Spark

## Education

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- I'm a self-taught engineer. I learn by reading books and building things.

# Work Experience

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## Anshar Studios

Katowice

C++ DEVELOPER, UNREAL ENGINE

Dec. 2020 -

- Worked on porting (an undisclosed) game from Unity3D 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. The apps are available under <https://testdrugs.info>.

## 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 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

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*