

MATEUSZ STOMPÓR

🌐 Website | ✉ E-Mail | 📞 Phone | 🔗 LinkedIn | 🐙 GitHub | 📍 Cracow

EDUCATION

Jagiellonian University

M.Sc. in Computer Science

Faculty of Mathematics and Computer Science

Cracow, Poland

Oct 2019 – Nov 2023

Grade 4.32/5

Jagiellonian University

B.Sc. in Computer Science

Faculty of Physics, Astronomy and Applied Computer Science

Cracow, Poland

Oct 2015 – July 2018

Grade 4.61/5

WORK EXPERIENCE

MotionVFX

Senior Software Engineer

Bielsko-Biala, Poland

Full-Time, Mar 2023 – Present

- Core developer of [mTracker Surface](#), responsible for porting GPU effects for Apple Metal, developing new features in Objective-C and C++, creating user interfaces
- Architected an anti-piracy licensing system for [Design Studio](#)
- Spearheaded modernization of CI pipelines, automating numerous manual processes involved in application publishing
- Designed robust APIs and Python packages for seamless and direct application deployment
- Introduced a stability-monitoring system for all applications, significantly improving overall reliability
- Conceptualized, designed, and implemented a troubleshooting application that streamlines client issue resolution
- Enhanced application security by reverse engineering cracked binaries and implementing sustainability-focused improvements, as one of the few developers specializing in this area

IBM

Principal Software Engineer

Cracow, Poland

Full-Time, April 2022 – Mar 2023

- Developer of [Netezza Performance Server](#) (*Distributed, Warehouse Engine having over 500 000 lines of C++ code*)
- Leading programmer in a team creating a module for parallel reading of remote tables from object storage
- Designer of an automation flow for S3 resources management - data mirroring, credentials security, isolation
- Author of numerous performance patches based on analysis from perf, assembly, data flow screening
- Eager mentor - Received over 20 recognitions from various team members for engagement and willingness to help
- Presenter of multiple demos showcasing new features or findings from prototypes

Senior Software Engineer

Full-Time, Mar 2019 – Mar 2021

- Designer of an Openshift Operator and upgrade procedure for an application governing hardware
- On-call engineer troubleshooting and resolving problems on production systems - over 15 cases solved during periodic weekend standby routines

Software Engineer

Part-Time, Mar 2019 – Mar 2021

- Developer of distributed platform manager application governing [Cloud Pak For Data System](#)
- Member of an international team, operating in four different timezones
- Initiator and author of BOM (Bill of materials) component redesign, improving correctness and performance
- Creator of numerous automation tools for application deployment, documentation generation

Ailleron

iOS Software Engineer I

Cracow, Poland

Part-Time, Oct 2017 – Jan 2019

- Author of Ruby-based service meant to provide users of the mobile application with push notifications
- Developer of Ruby-On-Rails backend application
- Codebase unification initiator reducing several active development branches to only one

iOS Intern

Part-Time, Jul 2017 – Oct 2017

- Author of functionality for dynamic language switching
- Improvements to translation process - excel scripting for building files ready to be shipped with an iOS app
- Author of digital key integration between Assa Abloy Framework and iOS mobile application
- Contributor to an iOS, mobile application for the most luxurious hotels ([Lux*](#), [Atlantis The Palm](#), [Valamar](#))

PROJECTS

P0rc3lain Engine | [GitHub](#)

A 3D engine built from scratch with the use of Swift and Metal. Among other functionalities capable of object loading, scene management, performing rigid body animations as well as skeletal

Chess | [GitHub](#)

A game created on top of the Engine I developed. Complete in terms of functionality - detects checks, stalemates, and checkmates. Implements the whole set of moves including *el passant*, pawn promotion, castling

RHCE Materials | [GitHub#1](#) [GitHub#2](#)

A project consisting of two repositories - exercises with answers preparing for EX294 exam and multi-machine environment to ensure repetitive results among all users. Helped more than 100 people worldwide in preparations for their exams

AsyncTCP | [GitHub](#)

Objective-C library created to abstract TCP communication. Built in an object-oriented fashion with focus on multithreading. Designed with testability in mind. Used in production - by an application for sauna controlling available on AppStore

Flappy Bird | [GitHub](#)

A Flappy Bird clone, pyGame-based

Linked List | [GitHub](#)

A cross-platform library that provides a generic implementation of a linked list. Written in x86-64 assembly with interface exposed to C/C++. Tested in a containerized environment against algorithms correctness and memory violations - including leaks

CERTIFICATES

Red Hat Certified Architect

Infrastructure specialist

Feb 2023

Red Hat Certified Engineer

Ansible 2.8, Red Hat Enterprise Linux 8

Oct 2021

Red Hat Certified System Administrator

Red Hat Enterprise Linux 8

Jul 2021

AWARDS & ACHIEVEMENTS

Chancellor's Scholarship

7th best student (111 in total)

2017

SKILLS & STACK

Programming: C, C++17, Objective-C, Swift, Python, SQL, Ruby, Assembly (x86)

Graphics: Metal, OpenGL

Technologies: Git, Openshift, Ansible, Docker, Rest, SwiftLint, Codecov, RegEx, Operator SDK

Testing: GoogleTest, pytest, XCTest, Combine, SwiftUI

CI: TravisCI, GitHub Actions, GitLab CI/CD, Bitbucket Pipelines

Developer Tools: XCode, CLion, VS Code, PyCharm

Troubleshooting toolset: gdb, ldd, perf, objdump, Apple instruments, Valgrind, RenderDoc

Reverse Engineering: Binary Ninja, otool

Code Corectness: swiftlint, clang-tidy, clang-formatter, yamllint

Design: StarUML, draw.io, Xmind

Organization: Jira, Zenhub, GitHub, Notion

Operating Systems: macOS, Linux

Languages: Polish (Native), English (Professional)