

Miłosz Wąsacz

🏡 Bristol, UK 📩 wasacz.dev@gmail.com 💬 [miloszwasacz](https://www.linkedin.com/in/miloszwasacz/) 💬 [miloszwasacz](https://www.instagram.com/miloszwasacz/)

EDUCATION

UNIVERSITY OF BRISTOL, UK | MEng in Computer Science

2022 – Present

- Expected Classification: First Class Honours
- Selected courses: Systems & Software Security, Advanced Computer Architecture, Advanced Algorithms, High Performance Computing
- Award for Top 10 highest mark in Year 2

EXPERIENCE

INSTALSOFT S.C., Chorzów, Poland | Software Engineer

2023 – Present

- Licensing system (*C#, WPF, MySQL, Entity Framework*)
- Product database management system (*C#, WinForms*)
- Agile Scrum methodology, 30+ person team, continuous integration

UNIVERSITY OF BRISTOL HPC GROUP, Bristol, UK | Intern

2025

- Summer internship at the High Performance Computing research group
- Extended the group's simulation framework, [SimEng](#), to support external accelerators and coprocessors, with a particular focus on a custom AArch64 SME accelerator
- Large-scale production-grade C++ codebase

SKILLS

Programming languages

Expert: Rust, C#
Intermediate: C++, Python, RISC-V Assembly, Kotlin, Java, TypeScript
Familiar: C, AArch64 Assembly, x86_64 Assembly, Haskell, Go, SQL

Frameworks/libraries

.NET, PyTorch, Avalonia, WPF, Jupyter Notebook, Unity

Developer tools

Git, Linux, GitHub, SVN, Docker, GDB, CMake

Spoken languages

Polish (native), English (fluent), German (elementary)

Other

Good communication skills, team leader, fast learner

SELECTED PROJECTS

[RISC-V CPU SIMULATOR](#) | Rust

2025 – Present

- Cycle-accurate simulator of a RISC-V core
- rv64im ISA
- On-chip 3-level cache hierarchy

ECOSYSTEM | C#, Unity

2024 – 2025

- Technical lead in a team project
- Single-player platformer game
- Complex enemy behaviours achieved through a variety of algorithms, incl. Reinforcement Learning

[WALL PROJECTIONS](#) | C#, Python

2023 – 2024

- Team leader in a team project
- Collaboration with Bristol Museum & Art Gallery
- Interactive exhibition – a camera mounted above a replica of an artifact detects visitors' hands, and a nearby display shows relevant information when a particular "hot spot" is pointed at