

Miłosz Wąsacz

🏠 Bristol, UK ✉ wasacz.dev@gmail.com 🌐 [miloszwasacz](#) 📄 [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