



# Mateusz Koslacz

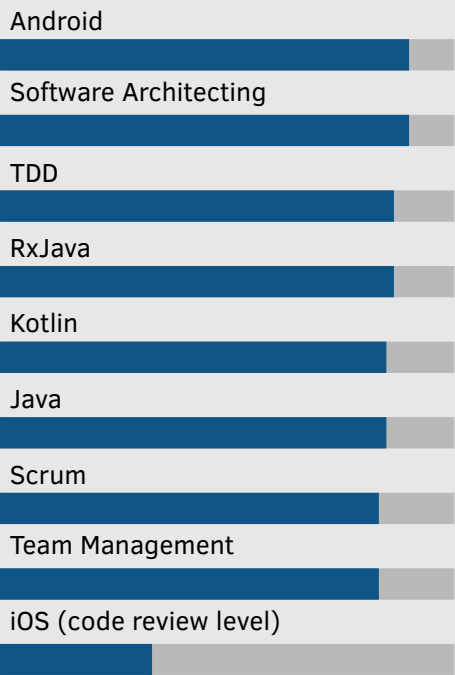
Tech Lead/Android Architect

- ✉ Warsaw, Poland
- ☎ OBFUSCATED
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## About me

- Android Architect,
- Team leader,
- Scrum Master,
- 6 years of a commercial Android development experience,
- MEng in Computer Sciences,
- Natural soft skills strenghtened by management training,
- Clean architecture, Kotlin, RxJava & TDD Evangelist,
- 1M MAU and 200k DAU on my architecture with CFU >99,5%.

## Skills



## Experience

- |                   |   |  |
|-------------------|---|--|
| 12.2016 – present | Tech Lead<br>Architecting Android apps from scratch, developing the hardest parts, managing a multiplatform (Android&iOS) team, coaching and mentoring developers, playing the Scrum Master role, leading a technical way in both platforms, evaluating and managing work, buisness consulting.   | Wirtualna Polska                         |
| 03.2016 – 11.2016 | Senior Android Developer<br>Developing the hardest parts of Android apps, taking part in choosing technologies in the company, participating in archi- tecting Android apps, evaluating work, buisness consulting, teaching less experienced developers RxJava, Dagger2, Kotlin, MVP/VIPER/MVVM/MVI, TDD (unit tests with Mockito, integration tests with Robolectric, e2e tests with Espresso), Retrofit, etc. | Wirtualna Polska                         |
| 03.2014 – 02.2016 | Android Developer<br>Developing Android apps. Managing Google Play site from devel- oper perspective. Sometimes developing Wowza Server modules.  | 4vod.tv                                  |
| 03.2012 – 02.2014 | Java/Android Developer<br>Developing Android apps. Creating backend & frontend in Java us- ing Vaadin framework.  | National Institute of Telecommunications |

## Education

- |                   |  |                                 |
|-------------------|--|---------------------------------|
| 03.2014 – 02.2015 | MEng in Computer Sciences<br>Thesis title: <i>Image processing and artificial intelligence alghoritms in the selection of clothes</i>                          | Warsaw University of Technology |
| 10.2010 – 02.2014 | B.Eng in Electrical and Computer Eng.<br>Thesis title: <i>Interactive television – The LDUI TV Project – Application for creating the interactive playlist</i> | Warsaw University of Technology |

## Languages

- |         |           |
|---------|-----------|
| English | Advanced, |
| Polish  | Native.   |

## Interests

- mobile architecture,
- leading, coaching & mentoring techniques,
- libraries development,
- tech blogging,
- neural networks,
- image processing,
- mnemonics.

## Personal statement

I'm an Android enthusiast who loves to work with people. I provide a full spectrum of services - from architecting and developing the hardest parts of code, to teach- ing, coaching and mentoring my subordinates. I believe that good code has four inseparable qualities: it works as expected, it's easy readable, it's fully tested, and is easy expandable. I strongly believe in SCRUM methodology, and often take the role of the SCRUM master of the team. I encourage my developers to use technolo- gies they find interesting, making sure they still find their work fun and challenging. I do my best to find a balance between step-by-step guiding and controlling junior developers and giving a free choice for more advanced ones.