# 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,
- 1 year+ of a commercial team management experience,
- M.Eng. 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

Android

Software Architecting

TDD

RxJava

Kotlin

Java

Scrum

Team Management

iOS (code review level)
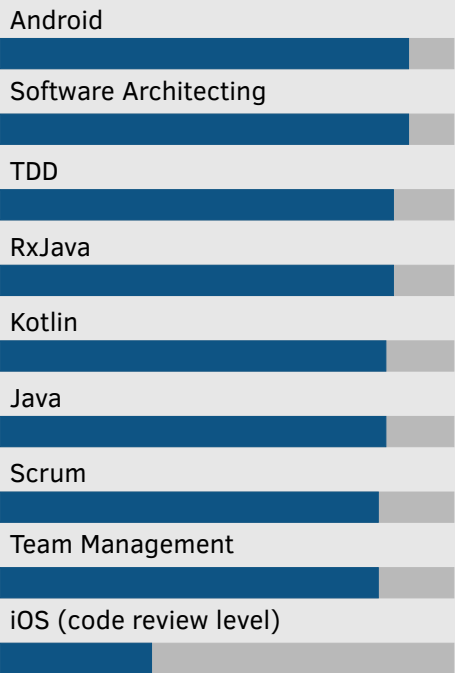
## Experience

**12.2016 – – present** — Tech Lead — Wirtualna Polska
Architecting Android apps from scratch, developing the most challenging 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, business consulting.

**03.2016 – – 11.2016** — Senior Android Developer — Wirtualna Polska
Developing the most challenging parts of Android apps, taking part in technology selection and application in the company, participating in architecting Android apps, evaluating work, business 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.

**03.2014 – – 02.2016** — Android Developer — 4vod.tv
Developing Android apps. Managing Google Play site from developer perspective. Occasionally developing Wowza Server modules.

**03.2012 – – 02.2014** — Java/Android Developer — National Institute of Telecommunications
Developing Android apps. Creating backend & frontend in Java using Vaadin framework.

## Education

**03.2014 – – 02.2015** — M.Eng. in Computer Sciences — Warsaw University of Technology
Thesis title: *Image processing and artificial intelligence alghoritms in the selection of clothes*

**10.2010 – – 02.2014** — B.Eng. in Electrical and Computer Eng. — Warsaw University of Technology
Thesis title: *Interactive television – The LDUiTV Project – Application for creating the interactive playlist*

## Languages

English — Highly proficient,
Polish — Native speaker.

## Interests

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

## Personal statement

I am an Android OS enthusiast who loves to work with people. I provide a full spectrum of services - from architecting and developing the most challenging parts of code, to teaching, coaching and mentoring my team as well as helping out my colleagues. As a developer, I believe that a good code has four inseparable qualities: it works as expected, it is easily readable, it is fully tested and it is easily expandable. I strongly believe in SCRUM methodology and often take the role of the SCRUM master of the team. I always encourage my team to use technologies they deem 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 supervising junior developers and giving more freedom to advanced individuals.