MICHAŁ FUDAŁA

DEVELOPER

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SUMMARY

I'm passionate developer, and ambitious computer science student with ability to quickly grasp abstract concepts and learn new things.

Lately I explore functional-reactive programming features in powerful programming language - **Scala.** Particularly, how one can compose and operate on events, futures or sockets like they were just collections, in non-blocking, asynchronous fashion, using **RxScala/RxJS or Akka Stream** as reactive streams implementation - amazing abstraction and way of thinking about data-flow. Moreover, I'm amazed by concepts of actor model, let-it-crash philosophy implemented in **Erlang**, **Akka** as a scalable way of distributing system, and exception handling. **Scala** gives me ability to reduce boilerplate code by using functional programming (map, flatMap and for, instead of if, try and catch), DSLs and fluent interfaces, and at the same time makes it possible to correctly structure code with object oriented features. I also explore existing **(JavaScript/scala.js)** solutions for client-side interfaces, particularly frameworks and combinations of tools like **React, RxJS, scala.rx** that make it possible to write complex apps, in a simple way.

I know how to use **d3.js** for simple, interactive data visualizations and I know basics of **CSS** and **HTML5** to structure, style, position and spice up website elements.

I use Linux everyday and know how to use terminal, and **Bash/Python** to save time.
I know basics of **Ansible**. I used these tools to automate setup process of my development environment. **Docker** allowed me to isolate production environments (for example provide different version of dependencies for blog, and jira on single machine) .
I use **Python** to write simple scripts that can automate my workflow, and save me some time. What is more, it is prefect prototyping language.

I never stop learning, and extending my "big picture" view - it can only be achieved by listening to, and learning from the community. Conferences like Lambda Days, Scala-Camp, local meetups gave me that opportunity.

Finally, I have an open mind, I love process of exploring. I'm also a team-player - I love getting feedback from others, and giving it later back whenever I can.

EDUCATION

AGH University of Science and Technology
Bachelor Computer Science 2018
BIT Idea Factory member
BIT AI member

SKILLS

LANGUAGES / CONCEPTS: Scala, C/C++, Python, Erlan g, SQL, Java, JavaScript, TDD, Functional-Reactive Programming
SCALA: Play Framework, RxScala, scala.js, SBT, scala.rx, Akka Streams, Akka, MacWire
JAVASCRIPT: es6, rx.js, d3.js, React, Grunt
HTML/CSS: Bootstrap
TOOLS: Git
DEVOPS: Linux, Ansible, Docker, Bash
PYTHON: numpy
INTERESTS: Machine Learning, Bitcoin, Music Production, Data Visualization / Explorable Explanations, Sports

PROJECTS

BIT Idea Factory - Binary Version Control (in progress)

Our team of passionate people from AGH Kraków wants to create tool like Git or Mercurial that enables ways of **versioning**, **sharing**, **organizing**, binary files (not code).
Goal of this project is to provide **simple** GUI user interface, and **visualize** repository history instead of throwing meaningless text at the end user.
Target: graphic designers, music producers, non technical people.
We explore and use technologies like: **HTML5/CSS3, JavaScript es6, nw.js/node, React, NodeGit, Grunt, Rx.JS**

ACTIVITIES

Deep Learning course by Craftinity, *BIT AI*   Apr 2015 – Current

Trying to understand modern machine learning techniques. Taught by Craftinity.

Additional activities

I attended miscellaneous conferences for developers like Lambda Days, SFI Kraków, Scala-Camp.
Took part in AGHacks hackaton