



## Mobile Developer

Minimalistic, pixel-perfect design implemented with simple, creative programming. Simple designs and effective functionality are my priorities. Open-source enthusiast and active user Github community user.

Object-oriented mobile developer with over two years of experience in all stages of software lifecycle. Proven ability to provide customized, client-driven solutions. Expertise in both iOS and Android SDK including knowledge and working usage of multiple libraries and tools, coding, trouble shooting, debugging and documentation in Swift, Objective-C and Java.

## Professional Skills

|                       |   |
|-----------------------|---|
| Programming languages | Swift, Objective-C, Java, HTML5, Javascript+jQuery, CSS, Python                                       |
| Programming tools     | Cocoa Pods, Carthage, git, fastlane, JIRA, Confluence   |
| Applications          | Xcode, AppCode, Android Studio, IntelliJ, Visual Studio, Sublime, Atom<br>Microsoft Office, Photoshop |
| Languages             | English (fluent) - FCE certificate, Polish (native)   |
| Additional skills     | communication, team-work, creativity, driving license   |

## Professional Experience

2015.02 to 2016.03

**Helios Ventures LTD (Lead iOS developer)**

Developing Loko - social map-based iOS application using Swift and Objective-C. Designing, development using multiple frameworks and libraries, testing, code maintenance, shipping complete application.

Accomplishments:

- led iOS development team, participated in design, testing and deployment
- coded multiple complicated, animated views using both IB and code
- developed high-performance, thread-safe and portable quad-tree algorithm with animations in Swift for map objects
- used web-socket technology to provide real time chat functionality
- used multiple SDKs and libraries ranging from networking to ui design
- used git, jira and confluence to maintain communication and organization
- served as core group member in defining and prioritizing project objectives

Technologies:

- iOS SDK, Swift, Objective-C, Xcode, JIRA, git, confluence, Cocoa Pods, Google Maps SDK, Google Places API, Facebook iOS SDK, REST, web sockets

Project size:

- over 100K lines of code
- 4 developers

<http://www.getloko.io>

2014.02 to 2015.02

**Rizapps (Android/iOS developer)**

Designing, developing and shipping multiple purpose Android and iOS applications.

Accomplishments:

- architected, designed, developed and shipped multiple Android, iOS applications
- built simple back-end system in PHP to provide network functionality
- used secured payment and image recognition SDKs
- refactored multiple Android and iOS project to provide cleaner, better code
- developed login authorization with secure encryption algorithms

Technologies:

- iOS SDK, Xcode, Android SDK, Android Studio, Eclipse, IntelliJ, Java, multiple SDKs

Projects size:

- over 50K lines of code
- 1 developer

2013.09 to 2013.09

**IBM Company (internship)**

Internship, development of mobile and web applications using IBM technologies

2011.07 to 2011.09

**Brenntag Polska IT Department (IT technician)**

Hardware and software maintenance, hardware assembly, company software upkeep

## Personal projects

2016

**Spotify Notify (OSX application)**

Display OSX notifications for Spotify playback changes. No more opening app just to check what's playing. OSX application developed using Swift and Cocoa framework.

Accomplishments:

- developed GUI OSX application in Swift 2.2

Technologies:

- OSX SDK, Swift, Objective-C, Xcode, git

2016

**Doppelganger-Swift (iOS library)**

Animated changes in table views and collections.

Accomplishments:

- deployed CocoaPod library

Technologies:

- iOS SDK, Xcode, git, CocoaPods

2014

**Wroclaw 2017 (iOS application)**

Final engineer project — website and iOS mobile app written in Swift for Wroclaw 2017.

Accomplishments:

- usage of freshly released Swift combined with Objective-C
- coded multiple complicated views with animations and side menu navigation
- used UI and unit testing

Technologies:

- iOS SDK, Xcode, git

Older

**AwesomeArkanoid (Android game)**

Simple, minimalistic arkanoid game for android written in java and xml using libgdx engine, box2d physics engine and box2dlights for dynamic lightning. Usage of physics engine and dynamic lightning.

**Shoot and fly (Java game)**

A simple side-scrolling game written in pure java in which you control a spaceship and shoot enemies to finally encounter and slain a boss. I wrote simple engine to display sprites and effects.

**Real time multiplayer snake (HTML5, node.js game)**

Real time online multiplayer snake-like game written in html5, node.js and [socket.io](https://socket.io).

## Education

2016 to present

**University of Technology in Wroclaw (Master)**

Computer science

2011 to 2015

**University of Technology in Wroclaw (Bachelor)**

Computer science — 4.5 GPA, „Best bachelor's project 2015" finalist

2008 to 2011

**Public Secondary School no 2 in Kędzierzyn-Koźle**

With extended curriculum in Mathematics, Physics and Computer Science