Michał Osadnik

he/him

osdnk
Helsinki, Finland

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Skills

Mobile development, Front-end, Web3

Team management

Delivering products from the idea, through specs into shipped code

Experience

Rainbow
JUNE 2020 – OCTOBER 2021 / **Core team member**
DECEMBER 2018 – MARCH 2020 / **Consultant (via Software Mansion)**

- Low-level performance research for Android and iOS code
- Designing animations
- Web3 providers integration (NFTs, balances, data via RPCs)
- Ethereum transaction interpretation for user-facing data
- Technical documentation and specification
- Project planning and managing
- Mobile and Web development
- Occasional backend work

Aalto University / Researcher
SEPTEMBER 2021 – OCTOBER 2022

- Vertex connectivity with restricted space complexity
- Fixed parameter trackable algorithms for clustering problems
- Coresets constructions for clustering algorithms

Palantir / Summer training
JUNE 2021 – AUGUST 2021

- Developing chat with confidentiality requirements

FlipFit / Senior Engineer
MARCH 2020 – JUNE 2020

- Mobile development for iOS and Android

Software Mansion
SEPTEMBER 2019 – MARCH 2020 / **Software Engineer, Open Source Lead**
FEBRUARY 2018 – JUNE 2019 / **Software Engineer**

- Coordinating work of the dedicated Open Source team
- Mobile and Web development for clients
- Backend projects

Zebra IQ / Consultant
NOVEMBER 2019 - DECEMBER 2019

Meta / Internhip

JUNE 2019 – SEPTEMBER 2019

- Codegening ObjC++ and JNI interfaces from Flow typings

Printbox / Mobile Dev

JUNE 2017 – JANUARY 2018

Education

Aalto University / Master of Science

SEPTEMBER 2020 – NOVEMBER 2022, Espoo

Advanced algorithms, AI primitives, Computation complexity, Probability, Scientific writing, Graph Theory, Number Theory, Approximations

AGH University of Science and Technology / Bachelor of Science

SEMPEMBER 2016 – JANUARY 2020, Kraków

Algorithms, Operating Systems, Algebra, Integrals, Electronic, Machine Learning, Projects management, Technical writing

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Conferences

August 2022, SIGKDD, Washington: Publication **"Clustering with Fair-Center Representation: Parameterized Approximation Algorithms and Heuristics"**

November 2020, Cross-platform Mobile Development Summit: **"Cross-platform component libraries"**

December 2019, React Day Berlin: "**Navigation in React Native**"

September 2019, React Edinburg: "**Component-first Navigation API**"

September 2019, React Native EU: "**Component-first Navigation API**"

April 2019, App.js, Krakow: Workshop "**Native animations and gestures**"

December 2018, ITAD, Krakow: "**Building applications with Expo**"

October 2018, Mobilization, Łódz: "**Declarative gestures and animations in React Native**"

April 2018, SFI IT Festival, Kraków: Workshop "**Building applications with React Native and Firebase**".

Open Source

React Navigation

2019 – 2020, *(hope to be back to regular maintenance now)*

- The transition from static API to a component-based model
- Managing issues and maintenance

React Native Gesture Handler, React Native Reanimated

2028 – 2020

- Managing the issues and creating new features
- Designing new API
- Leading the team responsible for the projects