

Pawel Wilczewski

pawel.wilczewski@outlook.com | [pawelwilczewski.github.io](https://github.com/pawelwilczewski) | London, United Kingdom

PROFESSIONAL EXPERIENCE

Genius Sports

- Software Developer II - Sportsbook .NET | C# | ASP.NET | SQL Server | PostgreSQL | AWS | OpenTelemetry | Kubernetes
- Developed and maintained real-time, high-availability match-state processing services, applying TDD and BDD.
 - Implemented automated re-resulting workflows for markets, improving accuracy and reducing manual intervention.
 - Participated in live-support rotations, promptly diagnosing and fixing production incidents and client-reported bugs.
 - Contributed to key infrastructure upgrades, expanded monitoring dashboards and SLO alerting.

Innovez Limited

- Software Developer - Energy Trading .NET | C# | WPF | TypeScript | ASP.NET | SQL Server | React | Redux
- Developed features for ETRM software, including analytical and usability enhancements, while maintaining legacy code.
 - Implemented SignalR-backed network communication to offload local calculations to OLAP cubes.
 - Leveraged C# WPF, SQL Server, and PostgreSQL for backend development, applying object-oriented design principles to ensure performant, correct, and maintainable code.
 - Created advanced custom UI components in TypeScript with React using Redux for state management.

Jaworski Software Solutions

- Software Engineer - Full Stack .NET | C# | TypeScript | ASP.NET | Entity Framework | PostgreSQL | React | Blazor
- Set up and implemented key requirements of node editing web app.
 - Applied clean architecture, domain-driven design, accurate abstractions and relevant design patterns to ensure rapid iteration, maintainability and trivial extendability.
 - Utilised source generation to reduce boilerplate, improve performance and increase type safety.
 - Developed React website with trivial content updates for furniture business.

XR Games

- Programmer - Games C# | Unity | Azure | Oculus Quest | PlayStation
- Implemented networked gameplay and narrative system driving game logic with ~150 events and objectives.
 - Smoothed out and shortened by 50% level loading to meet strict platform requirements.
 - Safely applied asynchronous approaches to optimise hot paths and reduce lag spikes to provide constant 72+ FPS.
 - Integrated platform-specific hardware features such as headset rumble, eye tracking and adaptive triggers for PSVR2®.

EDUCATION

Computer Science, BSc (First-Class Honours)

September 2020 - June 2023
University of Leeds Software Engineering | Distributed Systems | Secure Computing | Programming for the Web

SKILLS

C# | TypeScript | HTML | CSS | .NET | ASP.NET | PostgreSQL | Entity Framework | React | Next.js | Blazor | Tailwind
APIs | FP | OOP | OOD | Clean Code | Design Patterns | Full Stack Development | Advanced Networking | Memory Management
Asynchronous & Parallel Code | Cross-platform | Optimisation & Performance | Managing Technical Debt | Accurate Abstractions

PROJECTS

FuncNet (C#, Source Generation, Functional Programming)

2025

- Developed functional utilities library with ad-hoc unions, Result and Option types, including full monad implementations and async support to facilitate railway-oriented programming patterns.
- Leveraged source generators for automatic conversions and DevEx enhancements, alongside JSON-based configuration.
- Leveraged analysers and code fixes to ensure correct usage and detect configuration issues.

Gym Track (C#, ASP.NET, Entity Framework, TypeScript, Vue.js, Pinia)

2025

- Open-source app for tracking workouts and storing exercise presets.
- Utilised clean architecture to ensure scalability, maintainability and separation of concerns.
- Extensive unit and functional testing, ensuring reliability and security.

General-Purpose Node Editor Web App (C#, ASP.NET, Blazor)

2024

- Web application developed to facilitate client's need to promptly create, modify and reuse custom workflows repeatedly.
- Implemented trivial integration of external and internal APIs with minimal setup through dependency injection.
- Maximised parallelism of code execution, increasing performance and scalability.

Starship Troopers: Continuum (C#, Unity)

2024

- VR first-person shooter, multiplayer, co-op, story-driven game set in universe of famous IP.
- Core gameplay programming, optimising and polishing, implementing clean cross-platform networking logic.
- Working closely with designers, developed advanced features from concept to completion.

SELF-DEVELOPMENT

Mastering Iterative Object-oriented Development in C#

Zoran Horvat | 2024

Introducing gradual changes while keeping code stable, breaking down problems into manageable sub-problems.

LANGUAGES

English *full professional proficiency*, Polish *native*

INTERESTS

Programming | Football | Games | CNC Machines