

# Pawel Wilczewski

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## PROFESSIONAL EXPERIENCE

### Genius Sports

Full Time | April 2025 - Present

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.

### Innovex Limited

Full Time | March 2025 - April 2025

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

Contract | February 2024 - March 2025

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

Full Time | June 2023 - December 2024

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