Piotr Sankiewicz

Senior Software Engineer - Team Lead

https://github.com/petsan
https://www.linkedin.com/in/petsan

Seasoned leader with 20+ years of proven experience, designing, implementing and testing complex software solutions. Dedicated to high quality, efficient code. Accomplished coder, team player, excellent communicator, detail-oriented analyst, creative problem-solver, a lead-by-example type technical leader. Organized, self-motivated, and passionate about learning.

Skill Areas

- Python, JavaScript, Node, SQL, Selenium
- Leadership, Project Management
- Information Security
- Test Planning, Automation, Analysis
- AWS, GCP, Azure
- JIRA, TestRails, LiquidPlanner
- Docker, Kubernetes, Concourse CI, Git
- Agile, Scrum, Kanban
- RESTful APIs, Clean Architecture TDD
- Ubuntu, MacOS, Windows, iOS, Android.

Professional Experience

Echodyne, Inc

Senior Software Engineer, Software Team Lead • 2020 — Present

Python Developer for off-Radar software — Cross-functional engineering Team Lead.

- Lead/provide guidance and mentoring to team members formed within my discipline to improve knowledge sharing, facilitate peer reviews on projects, increase collaboration, and use a team framework to elevate the performance of all participants.
- Strong willingness and ability to meet the expectations of the role, the approval and support of Management, and confirmation from peers and the team members.
- Opportunity to learn and practice technical leadership skills, and gain insight into future advancement interests, whether technical management, technical leadership, or individual contributor.
- Strong willingness to perform extra activities that are focused on things that benefit other team members.
- Knowledge and ability to articulate engineering best practices and good product development process.
- Willingness and ability to coach and mentor team members.
- Provide input to Manager/Director to recognize individual contribution and support individual improvement.
- Willingenss to communicate a problem to Management when it would be easier not to.

Piorun, Inc.

Head of Engineering • 2020 — 2021

Managing Full Stack Web Developer — Responsible for creating exciting new web properties.

- Working with clients to implement pioneering new web designs.

Vulcan, Inc.

Senior Lead Engineer • 2001 — 2019

Software Development Engineer in Test — Responsible for automated testing for an iOS and browser based application to playback video assets.

- Built an automated testing framework based on existing test plans.
- Supported manual QA efforts with automation and test analysis.
- Analized app performance metrics.
- Ensured stability of software releases and acted as the Release Manager.

Lead Quality AV/IT Engineer — Lead engineer responsible for the quality and performance for a multi-million dollar custom projection location based entertainment project.

- Produced and executed extensive test plans, test automation and test reports accross a wide range of custom hardware and software.
- Envisioned, designed, and oversaw the production of a custom server to efficiently play back video and video games on four 4K projectors at 80GBps.
- Produced, converted and assesed 8K-60 video streams, with various encoding and quality settings.
- Participated in multi-day builds of the Holodome, including at TED 2019 in Vancouver B.C..
- Development tools: Python, Unity, Selenium, Windows UWP, iOS, Android
- Program Management tools: JIRA, TestRails, LiquidPlanner, Agile, Scrum

DevOps Tools Engineer — Developed cloud infrastructure automation for global, multi-million dollar Philanthropy projects. Enabled reliable, repeatable deployments to production environments on multiple cloud providers.

- Implemented Kubernetes deployments for containerized applications in the cloud.
- Built continuous integration/continuous deployment pipelines on Concourse CI.
- Built cloud-agnostic tooling to automate infrastructure provisioning.
- Development tools: Python, Docker, Kubernetes, Google Cloud Platform, Azure Cloud, AWS, Concourse CI, Pair-Programming

Software Engineer — Full-stack web devloper on a cross-platform web application.

- Performed feature engineering.
- Development tools: Django, JavaScript, JQuery, PostrgreSQL, node.js, angular.js.
- Co-ordinated with other engineers to ensure software stability.

Lead Quality Engineer — Led the quality efforts for the Wildlife Conservation Initiatives for the $100M Vulcan Philanthropy group.

- Successfully engaged with multiple stakeholders on the value of quality engineering practices.
- Implemented team-wide initiatives for learning.
- Successfully released multiple products across multiple release launches.
- Thoroughly debugged issues found before submitting tickets.
- Led the team in Scrum implementation.

Lead Quality Engineer — Led the testing efforts on multiple world-wide deployments.

- Release management of multiple simultanous products across a world-wide collection of properties.
- Participated in the initial installation and led the testing effort of AV hardware on the MY Octopus Mega-Yacht.
- Reported on testing efforts to stakeholders.

Microsoft, Inc.
Lead Quality Engineer • 1997 — 2001

Windows NT Site Server — Responsible for creating, updating, and executing automated test scripts accross multiple servers in a laboratory setting.

- Designed and executed automated test cases.
- Focused on testing TCP/IP and LDAP.
- Reported on testing results.

Windows 98 — Led a team of Quality Engineers.

- Led a team of QA Engineers in structured testing methodologies, verification and reporting.
- Designed and executed test plans of the Windows 98 network stack.
- Designed and executed test plans for Windows 98 internationalized in German.

River Riders, Inc.
Whitewater Rafting Guide • 2002 — 2007

Guided whitewater rafting crews.

- Safely guided whitewater rafts crews down the Wenatchee river.
- Prepared lunch for guests and crew.
- Maintained rafts and other equipment.

Education

Capella University
BS, IT — Information Assurance & Security • Graduated Magna Cum Laude • 2010 — 2015

University of Washington
Pre-Med, (1994-1997)

Generation USA • www.generation.org
Teacher's Assistant for Jr Cloud Practitioner Program (2020 — Present)

Code Fellows
Full Stack Web Development

Aviation Emergency Response
Notification and Family Assistance Course

Tech Community

- Holodome at TED in Vancouver, 2019
- StarWest Conference
- Application Lifecycle Management Conference
- Attended other conferences

Projects

- Media Systems ▪ similar to TIVO and Netflix (Mobile/Web)
- Holodome ▪ (holodome360.com) (Windows, Unity)
- DevOps ▪ cloud management tool for internal projects (GCP, Azure, AWS)(BASH/Python)
- Allen Coral Atlas ▪ (allencoralatlas.org) (Mobile/Web)
- Maritime monitoring ▪ (skylight.global) (Web)
- Species conservation ▪ (earthranger.com) (Mobile/Web)
- Global fishery mapping ▪ (seaaroundus.org) (Web)
- Great Elephant Census ▪ (greatelephantcensus.com) (Android)
- XBMC Touch ▪ (http://xbmctouch.com/), (iOS)
- Brain Atlas ▪ (brain-map.org/) (Web)
- The EMP Museum ▪ (empmuseum.org/) (Windows)
- Fayve ▪ (en.wikipedia.org/wiki/Fayve) (iOS)
- Flying Heritage ▪ (flyingheritage.com) (Web)
- Project Halo ▪ (allenai.org) (Web)
- Racing Extinction ▪ (RacingExtinction.com) (Web)
- MS Outlook extension ▪ (xiant.com)
- Yopp ▪ similar to Facebook (Windows App)
- Tackle Ebola ▪ (http://www.tackleebola.org/) (Web)