Przemysław Woźniak

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EDUCATION

2015 - 10.2016Warsaw University of Technology, Master Studies

Faculty: Mechatronics, Field of study: Mechatronics, Specialization: Photonics Engineering

My master thesis was focused on developing Android-based utility which enables paralyzed people to communicate with the use of specially designed app which tracks eye gaze. Technologies: Java, Android SDK, C++, image processing and analysis (OpenCV), Java Native Interface (JNI), Android NDK. Video presentation: https://youtu.be/88fD5A-RQ1M

2011 - 2015Warsaw University of Technology, earned Bachelor of Science in Mechatronics

Faculty: Mechatronics, Field of study: Mechatronics, Specialization: Photonics Engineering

WORK EXPERIENCE

06.2017 - now Java Developer at PKO Bank Polski

> I'm a member of a team which works on bank's mobile application, IKO – I'm responsible for backend. I do R&D: I'm co-designing brand new app's features and developing Proof of Concepts accordingly, e.g. cloud-centric solutions (Microsoft Azure Notifications Hub) and Big Data (Hadoop, Apache Flume). I extend SOAP-based JEE webservices (JAX-WS) and develop new functionalities with Spring 3 and Java EE 6/7.

07.2016 - 06.2017Java Developer at CGI

> I'm a part of a **SCRUM** team, which introduces modern sales solutions based on eCommerce platform SAP Hybris for one of the top telco companies in Poland. I'm not only implementing new features and modernizing existing ones, but I'm also responsible for code analysis and providing tests, mostly in TDD manner. I'm a fullstack developer: I'm more into backend, but I can also handle most frontend tasks on my own. Technologies: Java 8, Spring 4, Hibernate, Hybris, REST, JavaScript, HTML, CSS, jQuery.

02.2016 - 06.2016Android/Java Developer at EFM Sp. z o.o.

> EFM has commissioned me to develop the utility, which was the subject of my master thesis. Furthermore, I've also developed an Android app, which goal was to process, store and present medical measurements in an attractive form. The app communicates with measurement instrument via Bluetooth.

02.2015 - 02.2016Co-founder of Blue Djinns Games start-up

> Start-up came into being as a part of AIP (Akademickie Inkubatory Przedsiębiorczości) in order to bring to the market our puzzle game for Android-powered devices, How To Die (https://goo.gl/ia383g). Besides the graphical assets, the whole production was up to us

and made during our free time. Technologies: C#, Unity, Blender, GIMP.

07.2014 - 08.2014Programmer, Trainee at InPhoTech Sp. z o.o.

03.2014 - 06.2014Student Placement at a scientific research project conducted at PED, WUT

CHOICE OF MY MOST IMPORTANT PROJECTS

- Web application used for e-mail signatures generation with fully-featured interactive online editor. **Technologies:** AngularJS, Java 8, Spring 4 (Boot, Security, Data), MongoDB, HTML5, CSS3, jQuery.
- Intelligent tripod for mobile photography, incorporating machine vision early prototype developed. Technologies: ARM microcontroller programming (C), Android application, electronics design.
- Development of software solution for real estate visualization in Virtual Reality. Presentation for potential customers can be seen on: https://youtu.be/2bFi3zOmYJ8 Technologies: C#, Unity, Google Cardboard.
- **Development of programming library for genetic algorithms utilization in C++** and demo Python program which uses it. Final code version with documentation: https://goo.gl/JiUJwP
- Android apps that focus on presenting data get from web APIs (weather, movies).
- Invoice recognition software with user-friendly UI (Qt) and Central Statistical Office database connectivity.

TECHNICAL SKILLS

| Programming language | Acquaintance | Practical experience |
|-----------------------|--------------|---|
| Java 8 | Advanced | web applications – backend, Android apps |
| JavaScript, HTML, CSS | Advanced | web applications – frontend (including jQuery, Bootstrap) |
| C++ | Advanced | image processing and analysis, point clouds analysis, development of programming library for genetic algorithms |
| C# | Intermediate | many projects in Unity |
| С | Intermediate | ARM microcontrollers programming |
| Python | Beginner | simple scripts that simplify everyday operating system usage, data parsers |

| Other | Tools |
|---|--|
| - using Hibernate and Spring on a daily basis | - version control: Git |
| - acquaintance with most important design patterns | - code review: Gerrit |
| - knowledge of SQL , relational and non-relational DBs | - tests: JUnit, Mockito, Spock |
| - UML – practical knowledge | - UML: StarUML |
| - REST, SOAP – webservices | - IDEs: IntelliJ IDEA, Eclipse |
| - I work in SCRUM | - code documentation: Doxygen, Javadoc |
| - practical knowledge of Linux and MacOS | - project management: Jira |

FOREIGN LANGUAGES

English

Advanced knowledge of English (C1), certified with CAE examination.

ADDITIONAL ACTIVITIES

Development is my DNA. I use **Udacity**, **Coursera** on daily basis. I practice code craftsmanship on **Warsaw Java User Group** meetups. I'm a former **member of two WUT's scientific clubs**: Grupa.NET PW (Microsoft technologies) and SPIE Student Chapter Warsaw (photonics) – I took part in workshops and carried out projects. I attend **conferences** and **workshops** on scientific and business topics, such as: OPTO Meeting 2014 (01-05.07, Gdańsk), McKinsey Business Academy (2013/2014), IP protection training course organized by JWP Patent & Trademark Attorneys (2014/2015).

HOBBYS

- Hacking culture understood as a way of improving and redefining the usage of commercially available products (please, don't confuse it with cracking).
- New technologies, also in the context of social and economic changes.
- Game development.

I hereby agree for processing the following personal information strictly for recruitment purposes in accordance with the regulation regarding the protection data passed on the following date: 29.08.97r. Dz. U. nr 133 poz. 883