Przemysław Kuczyński

Software Engineer

Education

2012 – 2016 **Bachelor of Computer Science**, *University of Warsaw*.

Experience

Vocational

Jan 2018 - now **Point API**, *Software Engineer*, Startup company for AI-powered text prediction. Full-stack engineering of backend, machine learning & natural language processing components. YCombinator Spring 2018 batch.
Technologies: AWS, Flask, SocketIO, React, NumPy

Jul 2016 - Mar 2019 **ConnectPoint**, *Software Engineer*, Energy industry software solutions for processing large data volumes with analysis and detection of undesirable situations. Implementation of real-time GIS for Warsaw's district heating network.
Technologies: Esri ArcGIS, OSIsoft PI System, Vert.x, JavaFX, AngularJS

Jul - Sep 2014 **Samsung Electronics R&D Institute Poland**, *Trainee*, Development of WebKit project for Samsung Smart TV with Tizen OS platform.

Miscellaneous

Apr 2018 - Mar 2019 **LSW Blockchain**, Design & implementation of experimental blockchain for smart home electricity billing for Leipziger Stadtwerke. Energy management based on Green Power Index.
Technologies: Solidity, Web3.py

Sep 2017 **OSIsoft UC EMEA Hackathon - first place**, Smart real-time data analysis for a Netherlands based water supply network with quality monitoring and Amazon Alexa interface.

2016 **Data Validation Platform (DVP) - Bachelor's thesis**, Complex system for big data processing and storage targeted for the renewable energy market. Pluggable external modules responsible for refining raw data, e.g. machine learning component detecting wind turbines downtimes.
Technologies: Apache Spark, Apache Ignite, AngularJS, Kafka, RabbitMQ

2014 **Open Source contributions for WebKit.org project**, *Bug fixes related to WebKit development in Samsung R&D.*

2014 **Game development in a four-person team using Unity 3D engine**.
Technologies: Unity, C#

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2013	**TCP/IP Client-Server application for transferring data through the network**, Live audio streaming between clients to send and receive sound. Technologies: C++, Boost libraries
2008 – 2012	**Participation in algorithmic contests including Polish Olympiad in Informatics**, Finalist of the 3rd edition of Olimpiada Informatyczna Gimnazjalistów (2009).

Languages

Fluent	English, Polish (mother tongue)
Elementary	German, Italian

Skills

Programming languages	Java, Python, C/C++, TypeScript, JavaScript, Haskell
Strong sides	Algorithms & Data structures, Design patterns, Databases, Networking & TCP/IP, Functional programming, Docker, AWS architecture

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