

Jakub Leszczak

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Wrocław, Poland

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WORK EXPERIENCE

Senior Rust Developer

Aug 2024 -

Golem Factory

Remote, Europe

- Contributed to the core Golem open source project (yagna) that aims to create a platform where everyone can use and share computing power resources in a decentralized way (www.golem.network)
- Found and fixed bugs in the existing network protocol
- Researched and started implementation of P2P protocol to integrate into the project: iroh, WebRTC-rs, Rings Network
(Rust, TypeScript, Node.js; WebRTC-rs, iroh; Solidity, Hardhat)

Senior Rust Backend Developer & Project Leader

Aug 2022 - Apr 2024

BeyondPlay (acquired by FanDuel)

Remote, Europe

- Built Jackpots product following strict gambling regulations and certification process
- Closely worked with clients: LeoVegas, Casumo, ComeOn, Delasport, FanDuel
- Took full responsibility over the product and leading the project
- Startup got acquired by FanDuel
(Rust, TypeScript, Node.js, React; MongoDB, Redis; Docker; CI/CD - Github Actions)

Senior C++ Software Engineer

Mar 2021 - Oct 2022

Viessmann

Wrocław, Poland

- Developed Telemetry Control Unit - heat pump diagnostics component
- Implemented diagnostic protocols: UDS, DoIP, DoWS over CAN, ethernet, and WiFi
- Patched open source projects i.e.: BusyBox, glibc, Linux kernel
- Implemented secure WebSocket server based on uWebSockets and OpenSSL
(C++, Bash; Linux; CMake, Yocto; DoIP, UDS, CAN; WebSocket, OpenSSL)

Embedded C Software Engineer

Sep 2019 - Jun 2020

Nokia Shanghai Bell

Hangzhou, China

- Developed Linux kernel drivers and userspace utilities for 5G BTS products
- Developed software for intercommunication between BTS boards over backplane
- Implemented secure boot process using public-key cryptography
(C, Shell, Bash, Python; Linux; Yocto; OpenSSL, sRIO, ethernet)

Embedded C Software Engineer

Feb 2017 - Aug 2019

Nokia

Wrocław, Poland

- Developed U-Boot and Linux projects to support LTE and 5G BTS products
- Performed hardware bringups - implemented initial software for first OS bootup
- Debugged hardware using oscilloscope and JTAG (Lauterbach, OpenOCD)
(C, Shell, Python; U-Boot, Linux; Kbuild, Yocto; mbedTLS; I2C, SPI)

C++ Software Engineer

Nov 2015 - Jan 2017

Teleste

Wrocław, Poland

- Developed surveillance system used by many clients, i.e. Asfinag, Paris police, Finish trains
- Developed distributed, multithreaded software in C++ able to withstand load of tens of thousands of recording cameras scattered across entire countries
- Developed scalable statistics database handling 100,000 records a minute
(C++, Python, WinAPI; PostgreSQL; WebSocket, HTTP, JSON-RPC, RTP/RTSP, SOAP)

EDUCATION

BSc. Computer Science

Wrocław University of Technology

Thesis: Fluid Mechanics Computer Simulation

github.com/szatanjl/thesis

- Implemented fluid mechanics simulation using C++ and OpenGL
- Written paper describing discretization of Navier-Stokes equations and simulation algorithms (C++, OpenGL, LaTeX)

SKILLS

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|---------------------|--|
| Programming | Rust, TypeScript, Node.js, C, C++, Shell, Bash, Python, Solidity |
| Web | Docker, PostgreSQL, MongoDB, Redis, REST, WebSocket, *RPC |
| Embedded | Linux, U-Boot, Yocto; BSD sockets API, DoIP, UDS, I2C, SPI, CAN |
| Cryptography | libsodium, GnuPG, OpenSSL, mbedTLS |
| Languages | English (fluent, C1/C2), Polish (native) |