Jakub Leszczak

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github.com/szatanjl   linkedin.com/in/jakub-leszczak

WORK EXPERIENCE

Senior Rust Backend Developer & Teamlead
BeyondPlay

Aug 2022 -
Remote, Europe

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

Senior C++ Software Engineer
Viessmann

Mar 2021 - Oct 2022
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
Nokia Shanghai Bell

Sep 2019 - Jun 2020
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
Nokia

Feb 2017 - Aug 2019
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
Teleste

Nov 2015 - Jan 2017
Wrocław, Poland

- Developed surveillance monitoring system used by many clients like: Paris police, Asfinag (Austrian roads monitoring), Finish trains
- Developed distributed, multithreaded software in C++ able to withstand load of tens of thousands of recording cameras scattered across entire countries
- Worked with many network protocols and libraries (Mongoose, gSOAP, cURL)
- Developed scalable statistics database handling 100,000 records a minute
  (C++, Python; PostgreSQL; WebSocket, HTTP, JSON-RPC, RTP/RTSP, SOAP)

PROJECTS

Suckless desktop environment   github.com/szatanjl/de
    Lightweight X11 (Linux) desktop environment based on suckless.org software.
    (C, X11, Linux)

EDUCATION

BSc. Computer Science
Wrocław University of Technology
    Thesis: Fluid Mechanics Computer Simulation   github.com/szatanjl/thesis

SKILLS

Web	Rust, TypeScript, Node.js
Embedded	Rust, C, C++, Shell, Bash; Linux, U-Boot; DoIP, UDS, I2C, SPI, CAN
Networking	HTTP, REST, WebSocket, JSON-RPC, BSD sockets API
Cryptography	libsodium, GnuPG, OpenSSL, mbedTLS
Build Systems	Make, Kbuild, CMake, Yocto, Cargo, npm, Yarn
Databases	PostgreSQL, MongoDB, Redis, MySQL/MariaDB
Other	Docker, GitHub Actions, Python
Languages	English (fluent), Polish (native)