

# Tomasz Rojek

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## SUMMARY

Software lead developer with 10 years of experience in research and development. Expertise in developing and deploying enterprise software solutions in Python, and Go. Proven ability to manage teams and work collaboratively across departments.

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## EXPERIENCE

### Software Lead Developer

Fujitsu Poland, Research and Development

May 2023 - Present, Remote

- Analyse technologies by measuring the return on investment in order to engineer software applications and evaluate the software quality metrics based on market requirements.
- Designed and created cloud-based software applications, meeting market requirements, through agile and test-driven principles, using AWS cloud services.
- Decreased the operational costs of cloud computing by 90% by changing the cloud architecture from VM to Lambda functions.

### Lead R&D Software Engineer

Naokko Metrology

February 2022 - May 2023, Cracow

- Lead a team of five engineers to develop a product from idea to device, used by one of the biggest Polish furniture company.
- Developed and integrated software with hardware taking into account business constraints to build a fully working device in 9 months.
- Built a high-performance team of engineers by identifying individual skills and areas for improvement, and providing the necessary 1:1 coaching and mentoring, and regular constructive performance feedback.
- Prepared project road-maps and tracked progress, which resulted in finishing first version of a product using 85% of budget.
- Developed computer vision solution based on Machine Learning models to detect features in scanned items, which were used to create machine learning models, achieving an accuracy above 97%.

### Lead R&D Software Engineer

Stage Eye

March 2018 - February 2022, Cracow

- Provided leadership in the design, development, and implementation of a high-performance device used to mark positions on a stage, used in events such as Dancing With the Stars.
- Develop real-time communication for video/audio/data streaming using WebRTC (using Pion WebRTC) which results a first-class streaming platform.
- Manage the team members to integrate electronic, mechanical, and software parts of the system to create a fully working, well tested device. Significantly improved device capabilities and user experience by creating automated processes.
- Prepared the roadmaps for the product by collaborating with the product owner, and developers to identify the features of the product and prioritizing them.

### Research And Teaching Assistant

Cracow University of Technology

October 2014 - March 2018, Cracow

- Conducted laboratory classes with students in the following subjects: IT project management, operating systems.
- Developed a system to track the people inside the building resulting in 80% accuracy in the detection of individuals,

and successfully implement mesh network.

- Managed and delivered a research project which resulted in the discovery of a new method for detecting malaria disorder with accuracy of 83%. Published the research result in Image Analysis and Stereology Congress..

## **Software Engineer**

**DreamLab**

**August 2011 – July 2012, Cracow**

- Wrote a system for web scraping portal pages to improve SEO, increasing page rank of results by 32% on average.
- Maintained Adserver, which plays critical role to the company, by updating the system to new requirements.
- Develop new standards of displaying ads across all of the companies portals what decrease time need to publish add by 20%.

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## **EDUCATION**

### **Master's Degree, Computer Science**

Politechnika Krakowska im. Tadeusza Kościuszki • Kraków • 2014

### **Bachelor of Engineering (B.E.), Computer Science**

Politechnika Krakowska im. Tadeusza Kościuszki • Kraków • 2012

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## **CERTIFICATIONS**

### **Effective Problem-Solving and Decision-Making**

Coursera Course Certificates • 2017

### **Programming with Google Go**

Coursera Course Certificates • 2020

### **Problem Solving (Basic)**

HackerRank • 2021

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## **COURSEWORK**

**Effective Problem-Solving and Decision-Making, University of California, Irvine (Coursera)**

**The Art of Negotiation, University of California, Irvine (Coursera)**

**Work Smarter, Not Harder: Time Management for Personal & Professional Productivity, University of California, Irvine (Coursera)**

**Algorithmic Thinking, Rice University (Coursera)**

**Agile Workshop at Sabre**

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## **SKILLS**

**Industry Knowledge:** Object-Oriented Programming (OOP), Microservices, Business Strategy, Agile Methodologies, Machine Learning, Project Management, Research, Software Development, SEO, Cloud computing, Scrum, Design Patterns, Programming, Web Applications, Algorithms, Go (Programming Language), Docker

**Tools & Technologies:** Python, JavaScript, PHP, Git, Linux, Ruby on Rails, Ruby, Java, Unix, SQL, MySQL, MongoDB, DynamoDB, AWS

**Interpersonal Skills:** Negotiation, Analytical Skills, Management, Creative Problem Solving, Problem Solving, Communication, Leadership, Team Leadership

**Languages:** English, Polish