



Lukasz Huculak

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My Places

<https://www.linkedin.com/in/lukasz-huculak-7b48941>

<https://bitbucket.org/ukasz123/>

<https://github.com/ukasz123>

Skills

1. **Android: 8/10**
2. **Flutter: 9/10**
3. **Dart: 8/10**
4. **Java: 7/10**
5. **Kotlin: 7/10**
6. **RxJava: 5/10**
7. **Gradle: 4/10**
8. **Git: 4/10**
9. **SQLite: 3/10**
10. **Linux: 4/10**
11. **Xamarin: 1/10**
12. **Ruby: 3/10**

Timeline

Mobile education app Maintenance and development of an education app. Preparing and building new features.	2021-08 - now Codete
Flutter development Maintenance and development of multiple startup applications.	2020-11 - 2021-07 Codeclusive
Mobile Advertisements Mediation SDK Maintenance and development of an mediation library for displaying advertisements on smartphones.	2018-06 - 2020-10 Codete
Learning Flutter During this period I had the opportunity to create several internal applications in order to verify whether Flutter is a good way to create mobile applications on multiple platforms. As part of my training, I developed applications: *Codete Survey App - application for collecting personal data at conferences, *Water Tracker - a custom user interface, *Tetris - a common game logic code shared between the web and Flutter applications.	2018-04 - 2018-05 Codete
Healthcare App An application that allows you to manage your medical records from your phone.	2018-03 - 2018-03 Codete
Codete Gamification Internal training project. My goal was to create a mobile application for this project using Xamarin. I used Xamarin.Forms and MvvmCross.	2018-02 - 2018-02 Codete
Social app Social-network application with anonymous publishing of content and photos that would be available for users from the same city.	2017-10 - 2018-01 Codete

Activate Point-Of-Sale

2017-02 - 2017-09

A point-of-sale application.

Appdate

Key features:

- *cooperation with various peripheral devices such as barcode scanners or payment terminals,
- *management of a menu of different sales outlets within a single vendor,
- *offline payment processing.

During the project, among other things, I created a library to share data between devices in the same network using Bonjour protocol and the Couchbase database.

Activate Mobile Ordering SDK

2017-01 - 2016-04

Development of a library for remote ordering for entertainment venues.

Appdate

Remote ordering on student campuses feature.

Automate process of releasing new versions.

Motorola Push-To-Talk

2015-06 - 2016-03

Push-to-talk voice communicator for public services based on communication over LTE network .

Motorola Solutions

My task was to prepare the application's architecture and to implement individual components.

Comarch Smart Finance

2014-04 - 2015-05

Banking client for the Android platform. The application was integrated with a new version of retail banking developed by ComArch.

ComArch

As a leader of the Android development team, I was involved in creating a modular mobile application.

Google Play:

<https://play.google.com/store/apps/details?id=com.comarch.mobile.banking.splitska>

Alior BLIK

2014-02 - 2014-04

Implementation and integration of the BLIK module in Alior Bank's mobile banking application.

ComArch

Banque Populaire des Alpes

2013-10 - 2014-02

Working as a full-stack developer in a team creating a loyalty system for the French bank Banque Populaire des Alpes.

ComArch

Comarch Smart Finance (R&D)

2013-05 - 2013-09

Design and implementation of mobile banking application extensions in order to prepare a product version.

ComArch

At that time, I prepared, among other things:

- *a UI version for tablets,
- *money transfer by scanning the QR code or using NFC,
- *a personalisable home screen inspired by the Windows Phone home screen.

BNP Paribas Mobile Pl@net

2012-12 - 2013-04

Mobile banking for BNP Bank.

ComArch

The application was based on the code of Alior Bank's version divided into exchangeable modules.

Alior Mobile Banking

2012-08 - 2012-12

Mobile banking for Alior Bank. The first commercial project related to the Android platform in my career.

ComArch

Other projects

HTML CV template



The main reason to make own CV website was to avoid troublesome updates to PDF CV's version. Thanks to having it as a template I can easily add new information whenever I want. Also I have found it a good opportunity to check if Kotlin may be right choice for building web applications. Additionally, I've added PDF generator as a side project and embedded it as a downloadable file on the page.

<https://bitbucket.org/ukasz123/cv-app-base/src/master/>

Dalton Timer



The timer inspired by the tool for the Dalton method. Helps children understand time passing.

https://bitbucket.org/ukasz123/dalton_timer/src/master/

Soundpool plugin



Plugin for Flutter inspired by Sound Pool API for Android. The goal of this plugin is to provide a way for caching sounds in memory before playing.

<https://github.com/ukasz123/soundpool>

Present - book catalogue



The customized online book catalogue. The main goal was to show book photos in customized way.

FairBid SDK for Flutter plugin



Plugin for Flutter that provides FairBid SDK - the advertisement mediation platform.

https://github.com/ukasz123/fairbid_flutter

Deep Translator



Multilingual online and offline mobile translator using various available APIs. Also it has an optical text recognition function.

Matrix Code Clock



Project-submission for "Flutter Clock Challenge" - clock face inspired with "falling code" from the "Matrix" movie series.

https://github.com/ukasz123/matrix_clock

Planning Poker



A prototype of a website that enhances playing Scrum poker in teams working remotely.

<https://bitbucket.org/ukasz123/planning-poker/src/master/>

Android CV App



Curriculum vitae as an Android application.

https://github.com/ukasz123/android_cv

Education

**1.Management at
the Faculty of
Management AGH**

2006-2011

**2.Computer Science
at the Faculty of
Electrical
Engineering,
Automation,
Computer Science
and Electronics AGH**

2001-2006

Foreign languages

English

Average level in speech and writing. In my everyday work I use almost exclusively materials in this language. I also correspond with colleagues and create documentation in English.

Hobbies

- Skiing
- Fantasy
- Science-fiction
- Detective stories
- Board games
- Computer games