



**Lukasz Huculak**

## Contact data

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<https://github.com/ukasz123>

## Skills

1. **Flutter:** 9/10
2. **Dart:** 8/10
3. **Android:** 6/10
4. **Java:** 4/10
5. **Kotlin:** 6/10
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:** 1/10

# Timeline

<b>Mobile education app</b> Maintenance and development of an education app. Preparing and building new features.	2021-08 - now Codete
<b>Flutter development</b> Maintenance and development of multiple startup applications.	2020-11 - 2021-07 Codeclusive
<b>Mobile Advertisements Mediation SDK</b> Maintenance and development of an mediation library for displaying advertisements on smartphones.	2018-06 - 2020-10 Codete
<b>Learning Flutter</b> 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
<b>Healthcare App</b> An application that allows you to manage your medical records from your phone.	2018-03 - 2018-03 Codete
<b>Codete Gamification</b> 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
<b>Social app</b> 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/](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](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](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](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