Dariusz Sobczyk

Software Engineer / Online Games / Poland (Remote)

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CAREER

Techland

Senior Technology Programmer   Sep 2017 – Present

#cpp #javascript #ps #xbox #steam #eos

The team I am a part of is responsible for implementing online features for the game Dying Light 2. My role includes integrating partners' SDKs and leading the design and development of the team's core C++ libraries.

Finibit

Co-founder, Fullstack Developer   Oct 2018 – Present

#javascript #nodejs #react #redis #azure #linux

Finibit develops custom web apps in Node.js and React. Depending on the circumstances, I hold various roles, including CEO, CTO, CFO, and software developer.

WSB Merito

IT Lecturer   Oct 2019 – Jul 2021

#javascript #azure

I taught a class on developing web applications on the Azure platform. I designed the curriculum to teach students the basics of VMs, storage options, databases, and deployment strategies.

Gigaset

Senior Software Engineer   Jul 2016 – Aug 2017

#cpp #javascript #angular #bootstrap #linux

I began by creating core services for DECT devices and later developed a web-based admin panel for their management.

Nokia Networks

C++ Software Engineer   Mar 2013 — Jun 2016

#cpp #boost #linux

I developed software for base stations based on formal specs and was a part of the R&D team that prototyped cloud solutions for next-gen base stations.

Plata Games

Games Programmer   Jun 2012 — Mar 2013

#cpp #nintendo #windows #opengl

We ported three casual games from PC to Nintendo DS and 3DS with a small team. Additionally, I oversaw the development of a game engine for HOPA games that runs on Windows and Nintendo 3DS.

PlayWay

Games Developer   Jun 2010 — Apr 2012

#cpp #windows #opengl

I developed three casual PC games; responsible for production, design, programming, and leading a team.

EDUCATION

Wyższa Szkoła Informatyki i Zarządzania "COPERNICUS"

BS, Informatics — Software Engineering   2016

My thesis was titled "Architecture, Design, and Implementation of a Browser-based Multiplayer Game". I created a multiplayer, client-server version of the classic Pong game.

SKILLS

Languages: C++, JavaScript, **Runtimes**: Node.js, **Libraries**: Boost, React, Prisma, Fastify, **Databases**: PostgreSQL, SQLite, Redis, **Cloud**: Azure, **Tools**: Perforce, Git, CMake, Premake, **Platforms**: Windows, Linux, PlayStation, Xbox, **Other**: Steam, EOS