



Mariusz Hausenplas

Warsaw, Poland

Phone no. +48 608 012 526

mariusz.hausenplas@gmail.com

xits.github.io

<https://www.linkedin.com/in/mariuszhausenplas/>

Personal data

Date and place of birth: 9 December 1993, Warsaw, Poland.

Languages: Polish (native), English (fluent), German (advanced).

Employment history

06.2018 -
onwards

Leadfeeder: Software engineer, remote position

Technical stack: Ruby, Rails, EmberJS, Elasticsearch, MySQL, Cassandra, Redis, Docker, Terraform, Kubernetes, AWS.

Serving as a senior developer in a full stack sub-team focusing on the core web app. Responsible primarily for API development and frontend-backend communication architecture. Also working on frontend components as well as coordination with other squads, managers and various product stakeholders.

05.2017 - 05.2018

YND: Software engineer, Warsaw, Poland

Technical stack: Ruby, Rails, PostgreSQL, Redis, Docker, DC/OS.

Serving as a lead backend developer for Tungsten secure messenger project (using WebSockets connectivity, Tor and end-to-end encryption) to be ran on iOS, Android and macOS. Worked with other developers & C-level management.

07.2015 - 03.2017

Koleo (Astarium): Software engineer, Warsaw, Poland

Technical stack: Ruby, Rails, EmberJS, PostgreSQL, Redis, Ansible.

Full-stack development of koleo.pl, a ticket sales platform integrating Poland's major railway operators. Joined as one of the very first programmers, survived the product launch in early 2016, then focused on new features, scaling and further app development.

07.2014 - 08.2014

Devoteam: Software development intern, Warsaw, Poland

Basic intro to enterprise software development: made some simple contributions to JEE-based websites and BI apps written in QlikView.

Education

2016 - 2018

Polish-Japanese Academy of Information Technology, Warsaw, Poland

Computer Science MSc studies, major: software engineering. Degree with honours.

2012 - 2016

Polish-Japanese Academy of Information Technology, Warsaw, Poland

Computer Science B. Eng. studies, major: video games development. Degree with honours.

Skills

- understanding of Ruby and its common tools/frameworks, mainly in the context of REST and Web Socket APIs (Rails) and background processing (Sidekiq jobs);
- understanding of client-side web technologies: modern JavaScript, EmberJS, NPM, Yarn, SASS, SCSS, HTML5;
- understanding of relational and non-relational databases as well as other data store services, mainly PostgreSQL, MySQL, Cassandra, Redis;
- experience working with AWS deployment infrastructure and services. Also getting more confident with Docker and Kubernetes;
- basic understanding of Java/J2EE, C, C++, C#, Python (university projects);
- experience working in Agile teams.