

EMPLOYMENT

iOS Developer

Holdapp

Sep 2020 - present

- Worked on projects from bookmaker and wearable industry. Introduced new technologies like SwiftUI and Combine to older existing UIKit-based projects.
- Designed and implemented custom build caching routine in CI system which made subsequent builds of multi-target projects ~60% faster.
- Improved integration between CI and JIRA which included: annotating task with builds numbers based on commit messages and changing task status based on build availability on TestFlight which improved cooperation with QA teams.

iOS Developer

IRBA

May 2018 - Sep 2020

- Worked on a mobile app for iOS which provides realtime monitoring of patient's heart condition using wearable devices. Integrated support for multiple wearable platforms, like: watchOS, Polar bands, Huami bands. Stack: MVVM, Bluetooth LE (CoreBluetooth), RxSwift, Combine, UIKit/SwiftUI

Mobile Developer

Codream Studio

Feb 2017 - Jan 2018

- Worked in team of 4 engineers on mobile apps for both iOS(Swift) and Android(Kotlin).
- Contributed to many mobile app projects for both platforms including Śląsk Wrocław app (Android) - official app of polish soccer club.

EDUCATION

Wroclaw, Poland

Wroclaw University of Science & Technology

Fall 2016 - Spring 2021

- Master degree in Computer Science - specialization Data Science
- Relevant Coursework: Algorithms & Data Structures, Databases, Software Architecture, Computer Architecture & Operating Systems, Object Oriented Programming

OPEN SOURCE CONTRIBUTIONS

UTM (Objective-C)

- System emulator and virtual machine host for iOS.
- Contribution: Integrated text terminal mode using QEMU serial port emulation, named pipes and HTerm terminal emulator.

PageView (Swift)

- SwiftUI paging component, equivalent to UINavigationController. Compatible with watchOS/iOS.

ScreenFramer (C++/Swift), ANECompat (Objective-C), Defaults (Swift), Preferences (Swift)

ACHIEVEMENTS

HackYeah 2019

- Winner of communication task on HackYeah, the biggest stationary hackathon in Europe.
- My team created SignSlate - personal sign language translator. Solution composed of Android mobile app and cloud-based data processing pipeline, which processed video footage from mobile device using OpenPose pose estimation model and then recognized individual signs using random forest classifier.

HackYeah 2021

- Winner of „Best Place for Everything” task provided by BIK.
- Created solution: „Harbour” - mobile app which helps real estate agencies to create personalized offer for small and medium-sized entrepreneurs in the city of Łódź. Additional experimental possibility of conducting virtual walk around selected properties using VR headset (Oculus/Unity)

HackYeah 2022

- 2nd place in #MakeSocialMediaFairAgain task provided by UKNF - Polish Financial Supervision Authority.
- Our aim was to automate the process of financial scam tweet recognition. We used zero-shot learning model for NLI problem (backed by expert knowledge), computer vision algorithm with transfer learning and search engine based on polish sentence encoder.

TECHNICAL SKILLS

- Proficient: **Swift, C, Objective-C, Python** | Previous experience: **C++, Java, JavaScript**
- Technologies: Xcode, CocoaPods, SwiftPM, XCTest, Git, Unix CLI, CMake, Docker, TF, PyTorch