

# Marcin Ziąbek

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## Summary

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Software developer trying to understand and get experience in various technologies so to use gathered knowledge to solve hardest and not trivial problems. Focused on architecture design as well as performance profiling and optimization. Considers data structures and algorithms as important tools for improving system capabilities. Greatly interested in the characteristics of the relationship between developers and business people. Piano player beginner, former karateka.

## Technical skills

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<b>Specialization</b>	Software architecture design, performance / memory optimization, business-developers relationship, math-related problems implementation
<b>.NET development</b>	.NET Framework / .NET Core (C#), WPF, Prism (MVVM, Unity Container), ASP .NET MVC, LINQ, Entity Framework, NUnit, NLog, Moq, FluentAssertions, AutoMapper, others
<b>Frontend development</b>	Angular 6, Ionic 4, VueJS, TypeScript
<b>Python development</b>	Django, Django REST Framework, Sphinx, scipy
<b>Databases</b>	MySQL, SQLite, Microsoft SQL Server, SQL Server Compact, MongoDB
<b>Other technologies</b>	Unity3D, Elasticsearch, BeagleBone (IoT)
<b>Version control</b>	Git, TFS
<b>Favourite tools</b>	Rider, Resharper, Visual Studio, Visual Studio Code

## Experience

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<b>01.2018 - present</b>	<b>CodeFlint</b> <b>Owner</b> Providing development and consulting services regarding software development. Cooperating with Jacobs and Jagiellonian University (Department of Communication and Marketing).
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- 12.2017 - 12.2018**      **Jacobs (previously CH2M)**  
**Senior Software Engineer**
- Redesigning existing architecture to handle about 1000 times more data. Investigating and improving performance and memory consumption. Preparing custom search solutions, map rendering capabilities and GIS calculations.
- 04.2017 – 01.2018**      **Strefa Kursów**  
**Instructor**
- Created three video courses about game development in the Unity3D engine. This courses not only show the editor itself but also teach how to properly design a game, use assets and create high-quality scripts in the C# language using modern techniques.
- 05.2017 – 11.2017**      **Motorola Solutions**  
**Software Engineer**
- Developing software used for programming and configuring Motorola radios. Main responsibilities: adding new features, investigating existing functionalities, code quality and performance improvements, creating tests.
- 08.2014 – 11.2018**      **Jagiellonian University in Cracow**  
**Experimental Computer Physics Department**  
**Software Developer, Team Leader**
- Designing and developing software solutions for various research projects, nearly all of them are physics related and based on data measurement process. Example projects: software for data acquisition and analysis from gamma spectroscopy experiments (optimized to work in real time and handle billions of events); Universal Measurement Network - an IoT project designed to create measurement networks that can handle up to hundreds of billions of events total from hundreds of sensors over a long time period.
- 03.2010 – present**      **Hobbyist, Freelancer**  
**Game developer, Website developer**
- Working on various projects to improve personal skills. Example projects: designed machine learning algorithms for speaker recognition problem, developed a webpage and a set of plugins for a Minecraft servers network with payment capabilities, created a mobile game targeting casual audience that was downloaded from the Google Play store over 18 thousand times.

06.2014 – 10.2016

**Mobilestage.in**

**Editor**

Creating articles about mobile technology, e.g. describing how the Android OS is working internally. Prepared a game development video course that is the most popular, free knowledge source in Poland on the YouTube platform (polish name: "Kurs Tworzenia Gier") - up to now watched over 450 thousand times.

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## Education

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2016 - 2018

**Jagiellonian University in Cracow**

**Applied Computer Science**

Graduated with a Master's degree (with honours, grade: 5 / 5)

Master's thesis: "Development and implementation of the software bundle for impulse-shape analyser for ionizing radiation detectors"

2013 - 2016

**Jagiellonian University in Cracow**

**Computer Science**

Graduated with a Bachelor's degree (with honours, grade: 5 / 5)

Bachelor's thesis: "Development and implementation of specialized software for acquisition and visualization data from the ADC cards"

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## Awards / Honours

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2017/18

Contractor of projects funded by grants from the National Science Centre of Poland

2017/18

Contractor of projects funded by grants from Foundation for Polish Science

2015/16, 2017/18

Minister for Science Scholarship (for young researchers)

2017/18, 2016/17

Rector's Scholarship for the best students

2015/16, 2014/15

2013/14

2016/17

„IUVENES – KNOW" Scholarship for the best students