Mateusz Stompór

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Education

Jagiellonian University   Cracow, Poland
M.Sc. in Computer Science   *Oct 2019 – July 2023 (Expected)*
Faculty of Mathematics and Computer Science

Jagiellonian University   Cracow, Poland
B.Sc. in Computer Science   *Oct 2015 – July 2018*
Faculty of Physics, Astronomy and Applied Computer Science   *Grade 4.61/5*

Work Experience

IBM   Cracow, Poland
Principal Software Engineer   *Full-Time, April 2022 – Present*
- Developer of Netezza Performance Server (*Distributed, Warehouse Engine having over 500 000 lines of C++ code*)
- Leading programmer in a team creating a module for parallel reading of remote tables from object storage
- Designer of an automation flow for S3 resources management - data mirroring, credentials security, isolation
- Author of numerous performance patches based on analysis from perf, assembly, data flow screening
- Eager mentor - Received over 20 recognitions from various team members for engagement and willingness to help
- Presenter of multiple demos showcasing new features or findings from prototypes

Senior Software Engineer   *Full-Time, Mar 2019 – Mar 2021*
- Designer of an Openshift Operator and upgrade procedure for an application governing hardware
- On-call engineer troubleshooting and resolving problems on production systems - over 15 cases solved during periodic weekend standby routines

Software Engineer   *Part-Time, Mar 2019 – Mar 2021*
- Developer of distributed platform manager application governing Cloud Pak For Data System
- Member of an international team, operating in four different timezones
- Initiator and author of BOM (Bill of materials) component redesign, improving correctness and performance
- Creator of numerous automation tools for application deployment, documentation generation

Ailleron   Cracow, Poland
iOS Software Engineer I   *Part-Time, Oct 2017 – Jan 2019*
- Author of Ruby-based service meant to provide users of the mobile application with push notifications
- Developer of Ruby-On-Rails backend application
- Codebase unification initiator reducing several active development branches to only one

iOS Intern   *Part-Time, Jul 2017 – Oct 2017*
- Author of functionality for dynamic language switching
- Improvements to translation process - excel scripting for building files ready to be shipped with an iOS app
- Author of digital key integration between Assa Abloy Framework and iOS mobile application
- Contributor to an iOS, mobile application for the most luxurious hotels (*Lux**, *Atlantis The Palm*, *Valamar*)

Eko Tech, Family business   Remote, Poland
Photographer, Image Editor, IT Specialist   *Part-Time, Jan 2013 – Dec 2021*
- Substencial involvement in the development of a prosperous company from the first day of its existence
- Author of over five thousand pictures of new products for online auctions, including editing
- Designer of color boxes, catalogs, product labels
- Creator of *oprawydladomu.pl*

Projects

P0rc3lain Engine | *GitHub*
A 3D engine built from scratch with the use of Swift and Metal. Among other functionalities capable of object loading, scene management, performing rigid body animations as well as skeletal

Chess | *GitHub*
A game created on top of the Engine I developed. Complete in terms of functionality - detects checks, stalemates, and checkmates. Implements the whole set of moves including *el passant*, pawn promotion, castling

RHCE Materials | *GitHub#1 GitHub#2*
A project consisting of two repositories - exercises with answers preparing for EX294 exam and multi-machine environment to ensure repetitive results among all users. Helped more than 100 people worldwide in preparations for their exams

AsyncTCP | *GitHub*
Objective-C library created to abstract TCP communication. Built in an object-oriented fashion with focus on multithreading. Designed with testability in mind. Used in production - by an application for sauna controlling available on AppStore

Flappy Bird | *GitHub*
A Flappy Bird clone, pyGame-based

Linked List | *GitHub*
A cross-platform library that provides a generic implementation of a linked list. Written in x86-64 assembly with interface exposed to C/C++. Tested in a containerized environment against algorithms correctness and memory violations - including leaks

Certificates

Red Hat Certified Specialist in Advanced Automation: Ansible Best Practices   *Feb 2022*
Ansible 2.8, Red Hat Ansible Tower 3.5

Red Hat Certified Specialist in OpenShift Administration   *Jan 2022*
Red Hat OpenShift Container Platform 4.6

Red Hat Certified Engineer   *Oct 2021*
Ansible 2.8, Red Hat Enterprise Linux 8

Red Hat Certified Specialist in Containers and Kubernetes   *Sep 2021*
Red Hat OpenShift Container Platform 4.6

Red Hat Certified System Administrator   *Jul 2021*
Red Hat Enterprise Linux 8

Python in telecommunication, *led by Nokia*   *Feb 2019*
Parallelism, Concurrency, Telecom libraries, TDD

C++ in telecommunication, *led by Nokia*   *May 2018*
Multiprocessing, Design patterns, Code Review & Analysis, UML, GoogleTest & GoogleMock

Awards & Achievements

Chancellor's Scholarship   *2017*
7th best student (111 in total)

Skills & Stack

Programming: C, C++11, Python, Objective-C, Swift, Assembly *(x86)*, SQL, Ruby

Technologies: Git, Openshift, Ansible, Travis-CI, Docker, GitHub Actions, Rest, SwiftLint, Codecov, RegEx

CI: TravisCI, GitHub Actions, GitLab CI/CD

Work Organization: Jira, Zenhub, GitHub

Operating Systems: macOS, Linux

Frameworks: Metal, OpenGL, Cocoa, Flask, STL, GoogleTest, pytest, Operator SDK, XCTest, Combine

Developer Tools: XCode, CLion, VS Code, PyCharm

Troubleshooting toolset: gdb, ldd, perf, objdump, Apple instruments, Valgrind, RenderDoc

Design: StarUML, draw.io, Xmind

Languages: Polish (Native), English (Professional)