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Miłosz Kosobucki

Curriculum Vitae

Experience

Employment

 $2019.05 - \dots \\ 2016.02 - \dots$

Setapp Sp. z o.o. — Service Delivery Manager

Setapp sp. z o.o. — Scrum Master in multiple web and mobile products. Involvement in shaping the software development processes in the company. Helping sales team in evaluation of incoming leads. Member of the business Evidece-Based Change team that conducts a set of improvements to the operations of the company.

2015.08 - 2016.02

Setapp sp. z o.o. — Scrum master/developer. Development of VR projects:

- Escape Velocity one of the first UE4 experiences in Oculus Mobile Store. Duties: developer and Scrum Master.
- **Neverout** critically acclaimed puzzle game for Gear VR. Duties: Scrum Master, testing, release management.

2013.11 - 2015.08

Dark Stork Studios — team leader/developer.

Development of video game project using Unreal Engine 4 (UE4) and technical project management.

Upon joining the project and quickly gaining knowledge of UE4, I was one of the initiators and implementors of structured development process based on Scrum and adapted for game development.

When the production started and the process was in place my duties included:

- Management of process for 5-6 game developers in Scrum Master role.
- Gathering and managing requirements from project stakeholders. Initial estimation, sprint and release planning.
- Implementation and management of continuous integration and deployment.
- Deployment and administration of Atlassian tools stack.
- Coordinating communication with external software vendors.
- Day—to—day development and design of core product components.

2012.08 - 2013.10

Samsung Electronics — junior software engineer.

Debugging and development of applications and kernel drivers for Linux-based embedded devices (Set-top-boxes).

Development of STB diagnostics application in Qt4 with QML UI.

Performing analysis of opens source software usage to prevent licensing problems.

Preparing documents with formal requirements for STB diagnostics application

2010.09 - 2012.08

Adam Mickiewicz University, Faculty of Mathematics and Computer Science — system administrator. I was a member of a team of five people that maintained and expanded faculty's IT infrastructure. We were maintaining networking equipment and its configuration, about 200 dual-boot Windows/GNU Linux workstations, about 30 Windows/Linux/VMWare ESXi servers and numerous services running on those servers. We have also been providing IT troubleshooting for faculty employees and students.

Skills

Administration Advanced experience in Debian based distributions of GNU/Linux,

Basic administration of Windows workstations and servers. Basic administration of Microsoft Active Directory domain

Atlassian developer tools: Jira, Confluence, FishEye, Crucible, Bamboo, Bitbucket

Programming Most experienced with: C/C++, C++11, CMake build system

Some experience with: C#, Python, PowerShell, ASP.NET Core MVC (basic skills)

Revision control systems: git, Perforce

Programming

frameworks

UI toolkits: GTK+, Qt, QML

Game engines: Unreal Engine 4

GPGPU computation with OpenCL and CUDA

Basic 3D Graphics programming with OpenGL, GLSL and NVIDIA Cg

Legal Good knowledge of open–source licensing issues

Education

2010 – 2012 Adam Mickiewicz University of Poznań,

Faculty of Mathematics and Computer Science

MA in Computer Science

2007 – 2010 Adam Mickiewicz University of Poznań,

Faculty of Mathematics and Computer Science

BA in Computer Science

Specialization: Algorithms and Software Engineering

Extracurricular activities

2012.03 – 2012.07 Head of AMU Parallel Computation Scientific Circle CUDAki

2011.09 – 2012.01 Stanford University online Machine Learning course

Stanford University online Artificial Intelligence course

2010 – 2012 Finished semesters 1–4 of Cisco Certified Network Associate course

Certificates

2017.08 Professional Scrum Master II 2017.07 Professional Scrum Master I

2010 IBM Certified Database Associate — DB2 9 Fundamentals

Other

Language skills

Polish Native tongue

English Fluent

Interests

IT oriented Open source and free software movements, computer graphics, low-level systems

Other developments in science and technology, motorsports, cuisine

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