MACIEJ PROCYK

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Technical Skills

Overview

- thorough understanding of algorithms and data structures
- working with Git, SVN, GitLab, GitHub, Jenkins, TeamCity
- unit and integration testing
- knowledge of design patterns
- concurrent programming techniques
- build process automation with docker and bash/python

Programming

Java • Kotlin

Rust • C++ • C • Swift • Python

Haskell • Scala

TypeScript • HTML • CSS • SQL

Education

MSc, Computer Science
University of Warsaw
2021 - 2023 | Warsaw, Poland
GPA: 4.88/5.00

BSc, Computer Science
University of Warsaw
2018 - 2021 | Warsaw, Poland
GPA: 4.68/5.00

Other

- love swimming, running, calisthenics, climbing, cycling and skating
- like code reviews and engaging discussions after code debugging

Work experience

Kotlin Multiplatform Tooling Internship in JetBrains (Mar. 2023 - Aug. 2023)
- working on the support of Swift language in IDE (focused on auto-import features and optimisations)
- using Kotlin, Intellij SDK, Gradle, Space, YouTrack, TeamCity

AppCode Internship in JetBrains (Jul. 2022 - Sep. 2022)
- working on the support of Swift language in AppCode IDE (focused on inline refactorings for functions and variables)
- using Kotlin, Intellij SDK, Gradle, Space, YouTrack, TeamCity

Teaching Assistant at University of Warsaw (Mar. 2022 - Jun. 2022)
- group instructor for Object-Oriented Programming with Java - classes and laboratory

AppCode Internship in JetBrains (Jul. 2021 - Sep. 2021)
- working on the features of Kotlin Mutliplatform Mobile plugin
- using Kotlin, Intellij SDK, Gradle, Space, YouTrack, TeamCity

Junior Java Developer in SoftwarePlant (Aug. 2020 - Mar. 2021)
- working on Java Spring application for projects management
- using Guava, Hibernate, Maven, JUnit, Wiremock, PostgreSQL, Docker

Java EE Internship in Accenture (Jul. 2019 - Oct. 2019)
- working on Java EE web application for problems management
- using Maven, Hibernate, GWT, SQL

Projects

Mini Games @ GitHub GET IT ON Google Play (Dec. 2021 - Mar. 2023)
- multiplatform app for every popular platform, including Desktop, Android, iOS
- designed server responsible for games' physics and clients presenting the current state to users using fully shared Kotlin code for model as well as for all clients
- using Kotlin Multiplatform, Ktor, Exposed, Compose Multiplatform, Kotlin Serialization and Coroutines

Latte Native compiler @ GitHub (Oct. 2021 - Jan. 2022)
- implemented part of Latte language compiler fox x86 supporting basic types, loops, classes, virtual class methods, register allocation and code optimisations
- using ANTLR, JUnit, GraalVM, Kotlin

Kotlin interpreter @ GitLab (Feb. 2021 - May. 2021)
- implemented part of Kotlin language supporting basic types, arrays, loops, functions (with any types as return types and arguments), final variables, handling runtime errors, higher-order functions and sequences
- using BNFC, stack, happy, alex, make, Haskell

Prinz library @ GitHub (Nov. 2020 - May. 2021)
- provide machine learning integrations for Nussknacker
- BSc thesis project designed in 4-person team coordinated by external supervisor
- using MLflow, jpmml, H2Oai, Docker, Scala

Scholarships and Awards

winner of Kotlin Multiplatform Contest Kotlin Foundation (2022/23)
Mini Games @ GitHub announced on Twitter

winner of Mathematica student project University of Warsaw (2019/20)
Research on Cellular Automata in Wolfram Language

winner (2018) and laureate (2017) of Polish Olympiad of Technical Knowledge, finalist of Polish Olympiad of Physics Warsaw (2017/18)

3rd place in European CanSat Competition Bremen (2017)
Build minisatellite as a member of CANpernicus team