

Szymon Ulewicz

Marital status: married

Date of birth: 1988

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Summary

Experienced software engineer with diverse knowledge. Great focus on details of developed software, especially on performance, memory usage and any possible edge-cases. Not afraid of any technology thanks to the experience in a wide range of industries: mobile, enterprise, analytics and automotive. Highly proactive, introduces improvements in the way projects are handled and developed. Tends to automate as many things as possible, and foresee and solve any possible future problems in advance. Currently focused on cross-platform C++ development (Windows, Linux, macOS, Android and iOS). Link to the **GitHub** account: <https://github.com/sulewicz/>, <https://github.com/rushingvise/>.

Skills

- Very good knowledge of languages: C and C++ (11 & 14), Objective-C, Swift, Java, Kotlin, JavaScript
- Ability to create and develop clean, robust and easy to maintain software architecture regardless of platform or programming language
- Excellent team leading and problem-solving skills
- Very good knowledge of Git, Subversion, Perforce and CVS
- Great expertise in cross-platform development for mobile platforms, both Android and iOS
- Known build tools and package managers: cmake, gradle, ant, maven, npm, CocoaPods
- Other technologies known: SQL, node.js, OpenGL

Certificates

- Sun Certified Programmer for the Java 2 Platform, Standard Edition 5.0

Experience

HERE Technologies (*Berlin, Germany*) *01.02.2015 – now*

Lead Architect

- Leading and overseeing cross-platform projects (mainly mobile: C++, Java/Kotlin, Objective-C/Swift).

Senior Software Engineer

until 31.03.2017

- Maintaining and developing HERE Mobile SDK core features (map rendering, routing, guidance)
- Implementing platform specific features of the SDK (Android & iOS)
- Implementing new enterprise features (Fleet Map Rendering, Fleet Connectivity Extension, Platform Data Extension etc.)

Rushing Vise OÜ (*Tallinn, Estonia*)

01.10.2016 – now

Co-founder

- Working on commercial and open source projects, for example: <http://infektor.rushingvise.com/>

Base CRM (*Cracow, Poland*)

01.09.2013 – 30.11.2014

Senior Software Engineer

- Maintaining and developing Base CRM application for Android - top rated CRM application on Google Play
- Developing appointments module
- Developing multiple currencies support
- Developing GSM telephony integration
- Constantly improving code quality, performance and memory usage of the application

comScore (*Amsterdam, the Netherlands*)

01.09.2012 – 31.08.2013

Senior Software Engineer

- Developing mobile analytics SDK for a variety of platforms: Android, iOS, J2ME, Blackberry, ActionScript 3 and Roku
- Improving architecture, performance, memory usage and optimizing the size of the mobile analytics SDK
- Developing video streaming analytics SDK for a variety of platforms: Android, iOS, Roku and web
- Maintaining and improving measurement tags for web analytics

TomTom (*Eindhoven, the Netherlands*)

01.09.2011 – 31.08.2012

Senior Software Engineer

- Developing Android-based „R-Link” platform for upcoming Renault cars, an integrated, connected, multimedia system for in-vehicle use
- Optimizing the system performance and improving memory usage
- Implementing and maintaining the platform’s power and system state flow
- Implementing variety of modules responsible for: car power charging, radio communication, input devices, car climate control
- Implementing a framework responsible for cross-process communication (both native to native and native to Android)
- Optimizing UI latency of the system
- Optimizing system architecture

Bank Pekao S.A. (*Szczecin, Poland*)

01.06.2010 – 31.08.2011

Senior Software Engineer

- Developing internal SFA application
- Designing and implementing credit cards issuance platform

Nokia gate5 (*Berlin, Germany*)

01.05.2009 – 30.05.2010

Senior Software Engineer

- Developing Ovi Maps application for Nokia devices
- Developing multiplatform library - Ovi SDK
- Developing mobile web application for walk navigation

BLStream Group (*Szczecin, Poland*)

01.07.2007 – 30.04.2009

Tech Lead / Software Engineer

- Technical management of porting department (J2ME, BREW, Android, iOS)
- Supervising, team leading and developing mobile applications projects for Android and iOS platforms
- Managing human resources and supervising porting projects

Gameleons (*Szczecin, Poland*)

01.09.2006 – 30.06.2007

Java Developer

- Designing and implementing new technologies
- Developing tools, which aided games development

Education

West Pomeranian University of Technology

2007 – 2011

Bachelor degree in Computer Science

Languages

- Dutch - basic
- English - fluent
- German - basic
- Polish - native