

Szymon Ulewicz

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Summary

Software Engineer with vast experience in the following areas:

- Automotive
- Mapping, Tracking & Positioning
- Mobile and Web Analytics
- Game Development

Currently focused on cloud applications (Go) and native cross-platform development (C++ for Mobile and Desktop).

GitHub account: <https://github.com/sulewicz/>, <https://github.com/rushingvise/>.

Skills

- Very good knowledge of languages: Go, C++, C, 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
- Great expertise in cross-platform development for mobile platforms, both Android and iOS

Certificates

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

Experience

Amazon (*Vancouver, Canada*)

08.01.2018 – now

Sr. Software Development Engineer III

- Working on multiple projects within the Middle Mile Transportation org.

HERE Technologies (*Berlin, Germany*)

01.02.2015 – 31.12.2017

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 – 31.12.2017

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 - intermediate
- Spanish - basic
- Polish - native