Wojciech Gumuła

Software Engineer

Warsaw, Poland
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github.com/wgml

Highly-motivated software developer with engineering background striving to learn new technologies and become technical leader. Working on very high performance applications serving thousands of customers every second. Good organisational skills and strong technical knowledge in a handful of technologies. Motivated to be a part of a team where I will be able to bring substantial value and continue improving my skill set while creating innovative solutions to make the world a bit better place.

EXPERIENCE

Google, Warsaw and Remote — Software Engineer

SEPTEMBER 2020 - PRESENT

Working o a backbone applications for the cloud infrastructure - Borg system managing millions of jobs from thousands of applications across clusters around the world.
Delivering new features end to end - designing, planning, implementing and rolling out safely to thousands of users with distinct requirements.
Development focused on C++ with a handful of uses for Python and SQL.
As a member of an agile team, taking full responsibility for the product, its stability, performance and planning its future. Especially invested in refining team workflows with effective planning and retrospective events.
Regularly conducting technical interviews in C++ and Python.

Google — Technical Mentor

SEPTEMBER 2021 - DECEMBER 2022

Leading regular 1:1 sessions focused on empowering persons on their way to building a career in the technology industry - program focused on giving advice in regards to technical development and on building personal skills and confidence, how to identify career opportunities and how to steer the career in the direction the person is the most interested in.

Sabre Polska, Cracow — Senior Software Engineer

JULY 2015 - AUGUST 2020

Building very high performance C++ applications for the travel industry. Working on the transaction orchestrator serving thousands of customers every second. Strong technical background in C++17 language and Boost and gtest libraries.
Motivated to improve performance, system stability and code readability by refactoring existing codebase.
Designing development supporting and monitoring tools in Python and Bash.
Member of on-call support team, proven accountability and ability to provide support in a timely manner.

PROGRAMMING SKILLS

Strong knowledge of C++ 11/14/17 standards, STL and Boost libraries.

Scripting in Python 3 and Bash.

Using Typescript with React and Rust for personal projects.

Application containerization with Docker.

SQL databases.

Git power user.

TTD, design patterns and object oriented programming techniques knowledge.

Experience with Linux, MacOS and Windows operating systems.

SOFT SKILLS

Ability to efficiently work independently and in a team.

Adaptability and ease of learning new technologies.

Openness and irresistible curiosity.

Working in Agile methodology.

Mentoring and knowledge sharing.

CERTIFICATES

Scrum.org — Professional Scrum Master I – November 2018 🔗

Cloud Engineering with Google Cloud – April 2020 🔗

LANGUAGES

Good written and verbal communication skills in English.

EDUCATION

AGH University of Science and Technology, Kraków — Automatics Control and Robotics
The Faculty of Electrical Engineering, Automatics, Computer Science and Biomedical Engineering

MARCH 2016 - SEPTEMBER 2017

Master of Science studies in a field of Neurocybernetics, including neural networks, multiprocessor machine vision systems and signal processing.
Diploma summa cum laude.

OCTOBER 2012 - JANUARY 2016

Engineering studies focused on topics of control engineering, robotics, electronics and mathematical optimisation methods.

PROJECTS

Master's thesis — *The use of the Linux operating system in embedded vision systems implemented on the Zynq platform*

Research in the field of Zynq platform with the main purpose of utilizing its capabilities in vision system applications. Combine FPGA and CPU advantages to build reliable applications with high throughput.

Engineer's thesis — *Algorithm for vehicle axles detection based on inductive profiles*

Algorithm implemented for Linux embedded systems with C and Python languages.

HOBBIES

Passionate about modern technologies, including cutting-edge C++, Rust and Typescript. Occasional open-source contributor.

Books, coffee, solving NP-complete problems with pen and paper.