Wojtek Gumuła

Senior Software Engineer

◉ Poland

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○ github.com/wgml

Software Engineer with 9+ years of experience developing high-performance, scalable applications serving thousands of customers per second. Proven track record in delivering complex cloud infrastructure projects and contributing to technical leadership initiatives. Motivated to be a part of a team that leverages technology to create impactful solutions and make the world a bit better place. Eager to continue growing as an engineer and a leader.

EXPERIENCE

Google, Poland — Senior Software Engineer

SEPTEMBER 2020 - PRESENT

Tech lead for the new client facing API of Borg - a backbone system for the cloud infrastructure managing millions of jobs from thousands of applications across clusters around the world.
Design, implement, and review new features end-to-end.
Partner with other teams to gather requirements, discuss designs, and coordinate implementation and rollouts.
Architect the roadmap and facilitate seamless Google-wide adoption of the new product, proactively identifying and addressing feature gaps, and ensuring clear communication with affected teams.
Develop services and CLI tools, primarily utilising C++ with additional proficiency in Python, Golang, and SQL.
Take a leading role in planning, refinement, and retrospective sessions, continuously improving team processes and efficiency.
Conduct technical and system design interviews in C++ and Python.

Google — Technical Mentor

2021 - 2024

Leading regular 1:1 sessions focused on empowering persons on their way to building a successful 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 steer it in the direction aligned with personal interests and strengths.

Sabre, 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 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.

SKILLS

PROGRAMMING

Strong knowledge of modern C++ and STL. Experience with Boost and Abseil libraries.

Proficient in Python, SQL, Bash.

Using Swift on iOS, Typescript with React, and Rust for personal projects.

SOFTWARE DEVELOPMENT

Designing and implementing high-performance, scalable applications.

Containerization with Docker.

Git power user.

TTD, design patterns and object oriented programming techniques knowledge.

Experience with Linux, MacOS and Windows operating systems.

COLLABORATION

Ability to efficiently work independently and in a team.

Experience leading project teams and mentoring junior developers.

Effective in cross-team collaboration and communication.

Agile methodologies, including facilitating planning and retrospective sessions.

Adaptability and ease of learning new technologies.

Openness and irresistible curiosity.

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

Diploma summa cum laude.

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

OCTOBER 2012 - JANUARY 2016

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

PROJECTS

Remanent — *Offline-first iOS application that helps users take control of their finances* 🔗

Financial app that helps users build a secure future.
Swift + SwiftUI.

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 utilising 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.

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.

HOBBIES

Exploring the world under the guise of competitive running.

Chess enthusiast.

Passionate reader.