

Curriculum Vitae

Adrian Kępka

Date of Birth: 02.07.1990

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Education:

- 2013-2015 **Warsaw University of Technology – master’s degree**
Faculty of Mechatronics, Field of study: Mechatronics;
specialization: Micromechanics
- 2009-2013 **Warsaw University of Technology – engineer’s degree**
Faculty of Mechatronics, Field of study: Mechatronics;
specialization: Micromechanics
- 05.2013 Course (40h) of Model Based Design by doc. Ing. Robert Grepl, Ph.D.
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Experience:

- 08.2018-present **TiVo Poland**
Staff Engineer
- 08.2017-07.2018 **TiVo Poland**
Senior Software Engineer
Development of software for Set-Top Boxes.
Development of tool used to perform automated code reviews (in Python).
Role of company's Coding Standards maintainer.
Role of Scrum Master.
- 01.2017-07.2017 **Phoenix Systems**
System Programmer
Development of real-time operating system Phoenix RTOS 3.0, which is based on microkernel architecture. Implementation of drivers for this system. Development of software for smart gas meter on above operating system.
- 09.2014-12.2016 **Samsung Electronics Poland R&D Center**
Software Engineer
Development of Software Update feature for Tizen TVs. Maintenance and development of server application to manage and provide software updates for Tizen TVs. Role of static analysis specialist and coding standards specialist.
- 06.2014-08.2014 **Samsung Electronics Poland R&D Center**
Internship
Development of server application to manage and provide software upgrades for Samsung’s TV. Design and implementation of web UI and HTTP requests handlers. Debugging and bug fixing, refactoring. Used technology: C++, Wt (witty), Poco, Boost.
- 03.2013-05.2014 **OGX|OPTOGRAPHX**
Software Engineer
3D scanning of cultural heritage in Museum of King Jan III’s Palace at Wilanów. Development of data processing software in C++ (new clouds of points processing algorithms). Development of measurement systems. Debugging and bug fixing.
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Honors and Awards:

- 08.2016 Bronze Medal of Merit for National Defence
- 09.2011 1st prize in national contest „Art of Vision” (“Sztuka Widzenia”) organized by Nicolaus Copernicus University. The goal of competition was to design and construct a toy stimulating development of partially sighted children (3-4 years old).
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Personal Projects:

- Raytracer CPU 3D graphics ray tracing rendering engine. Capable of modeling physical phenomena like refraction, reflection, generation of point and are lights and texturing primitives (sphere, box, plane).
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Skills:**Programming Languages:**

C++
C
Python
Bash (basic knowledge)

Tools:

Build systems - CMake, GNU Make
Version control systems - Git, Mercurial, Perforce
Debugging – GDB, Visual Studio
Operating systems – Linux, MacOS, Windows

Software:

IDE – CLion, Visual Studio, QtCreator
Jenkins
Atlassian Jira, Confluence, FishEye, Crucible, Bamboo
Jetbrains YouTrack, Upsource
Matlab, Simulink
MS Office

Other:

Scrum
Static analysis

Foreign Languages:

English – fluently in speech and writing, ability to use and write technical documentations.

Additional training:

Driving license (B category) since 2008.

Extracurricular Activities:

- **Civilian defense** (Member and instructor of Non-Government Organization Fideles et Instructi Armis cooperating with Ministry of National Defense)
- **Sport** (Long-distance running – Warsaw Marathon finished in 2012, whitewater kayaking – member of Warsaw Academic Kayaking Club “Habazie” since 2012)

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