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MIŁOSZ KOSOBUCKI

Curriculum Vitae

Experience

Employment

- 2019.05 – ... **Setapp Sp. z o.o.** — Service Delivery Manager. Managing a team of software developers and helping them in operational matters. Ensuring the quality of the service provided by the company to the clients (software development and maintenance) and shaping the service to best match the client's needs. Maintaining day to day relationship with clients. Upselling services. Helping team members in their career development.
- 2016.02 – ... **Setapp sp. z o.o.** — Scrum Master in multiple web and mobile products. Involvement in shaping the software development processes in the company. Helping sales team in evaluation of incoming leads. Member of the business [Evidece-Based Change](#) team that conducts a set of improvements to the operations of the company.
- 2015.08 – 2016.02 **Setapp sp. z o.o.** — Scrum master/developer. Development of VR projects:
- **Escape Velocity** one of the first UE4 experiences in Oculus Mobile Store. Duties: developer and Scrum Master.
 - **Neverout** critically acclaimed puzzle game for Gear VR. Duties: Scrum Master, testing, release management.
- 2013.11 – 2015.08 **Dark Stork Studios** — team leader/developer.
Development of video game project using Unreal Engine 4 (UE4) and technical project management.
Upon joining the project and quickly gaining knowledge of UE4, I was one of the initiators and implementors of structured development process based on Scrum and adapted for game development.
When the production started and the process was in place my duties included:
- Management of process for 5-6 game developers in Scrum Master role.
 - Gathering and managing requirements from project stakeholders. Initial estimation, sprint and release planning.
 - Implementation and management of continuous integration and deployment.
 - Deployment and administration of Atlassian tools stack.
 - Coordinating communication with external software vendors.
 - Day-to-day development and design of core product components.
- 2012.08 – 2013.10 **Samsung Electronics** — junior software engineer.
Debugging and development of applications and kernel drivers for Linux-based embedded devices (Set-top-boxes).
Development of STB diagnostics application in Qt4 with QML UI.
Performing analysis of opens source software usage to prevent licensing problems.
Preparing documents with formal requirements for STB diagnostics application

Experience (continued)

2010.09 – 2012.08 **Adam Mickiewicz University, Faculty of Mathematics and Computer Science**
— system administrator. I was a member of a team of five people that maintained and expanded faculty's IT infrastructure. We were maintaining networking equipment and its configuration, about 200 dual-boot Windows/GNU Linux workstations, about 30 Windows/Linux/VMWare ESXi servers and numerous services running on those servers. We have also been providing IT troubleshooting for faculty employees and students.

Skills

Administration	Advanced experience in Debian based distributions of GNU/Linux, Basic administration of Windows workstations and servers. Basic administration of Microsoft Active Directory domain
Programming	Atlassian developer tools: Jira, Confluence, FishEye, Crucible, Bamboo, Bitbucket Most experienced with: C/C++, C++11, CMake build system Some experience with: C#, Python, PowerShell, ASP.NET Core MVC (basic skills)
Revision control systems:	git, Perforce
Programming frameworks	UI toolkits: GTK+, Qt, QML Game engines: Unreal Engine 4 GPGPU computation with OpenCL and CUDA Basic 3D Graphics programming with OpenGL, GLSL and NVIDIA Cg
Legal	Good knowledge of open-source licensing issues

Education

2010 – 2012	Adam Mickiewicz University of Poznań, Faculty of Mathematics and Computer Science MA in Computer Science
2007 – 2010	Adam Mickiewicz University of Poznań, Faculty of Mathematics and Computer Science BA in Computer Science Specialization: Algorithms and Software Engineering

Extracurricular activities

2012.03 – 2012.07	Head of AMU Parallel Computation Scientific Circle CUDaKi
2011.09 – 2012.01	Stanford University online Machine Learning course Stanford University online Artificial Intelligence course
2010 – 2012	Finished semesters 1–4 of Cisco Certified Network Associate course

Certificates

2017.08	Professional Scrum Master II
2017.07	Professional Scrum Master I

Other

Language skills

Polish
English

Native tongue
Fluent

Interests

IT oriented
Other

Open source and free software movements, computer graphics, low-level systems
developments in science and technology, motorsports, cuisine

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