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# MIŁOSZ KOSOBUCKI

## *Curriculum Vitae*

### Experience

#### *Employment*

- 2022.09 – ... **Klarälvdalens Datakonsult AB** — Team Leader. Management of an 8-person team of software engineers and administrative employees:
- Monthly scheduling of team members for incoming projects according to capacity and employee skills
  - Monitoring team members satisfaction and needs and helping them accordingly
  - Providing feedback to the team members based on input from Project Managers and other parts of the organization
  - Advising on skills development
- Participation in long-term load planning according to incoming projects.
- 2019.12 – ... **Klarälvdalens Datakonsult AB** — Senior Software Engineer & Project Manager. Programming in C++/Qt projects of various size for clients in various sectors including Logistics, Medical, and Entertainment. Providing technical expertise to company leadership. Project management and technical leadership in client projects:
- Monitoring contracted budget, deadlines, quality and communication
  - Advising the development team on work breakdown and priorities
  - Maintaining relationship with the client and reporting progress. Offering up-selling and cross-selling based on needs.
  - Monitoring contractual obligations
  - Organising resources for the project, maintaining knowledge base
  - Preparing data for invoicing
- Providing technical support to the sales team. Estimation of the incoming projects.
- 2019.05 – 2019.11 **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 and cross-selling services. Helping team members in their career development.
- 2016.02 – 2019.12 **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 [Evidence-Based Change](#) team that conducts a set of improvements to the operations of the company.

## Experience (continued)

- 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
- 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.

### *Highlighted projects*

- 2016 – ... **QuadrantUI** – co-founder and developer of game UI middleware based on Qt Quick and QML with Unreal Engine 4 integration.  
<https://quadrantui.com>
- 2011.09 – 2012.04 **CLIPT - OpenCL Image Processing Toolkit** — I'm co-author of small GTK+application that implements various image processing algorithms on GPU through OpenCL.  
<https://github.com/MiKom/clipt>
- 2009 – 2012 **Vorticity engine** — research game engine. I co-authored IO subsystem, ported the engine from Visual Studio to CMake build system, and ported platform-dependent bits to X11.  
<https://github.com/MiKom/vorticity>

## 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 Atlassian developer tools: Jira, Confluence, FishEye, Crucible, Bamboo, Bitbucket
Programming	<b>Most experienced with:</b> C/C++, C++11, CMake build system <b>Some experience with:</b> C++14/17, C#, Python, PowerShell <b>Basics:</b> ASP.NET Core MVC, Rust
Revision control systems:	git, Perforce
Programming frameworks	UI toolkits: GTK+, Qt, QML Game engines: Unreal Engine 4 GPGPU computation with <b>OpenCL</b> and <b>CUDA</b> Basic 3D Graphics programming with OpenGL, GLSL and NVIDIA Cg
Legal	Good knowledge of open-source licensing issues

## Education

2010 – 2012	<b>Adam Mickiewicz University of Poznań,</b> Faculty of Mathematics and Computer Science MA in Computer Science
2007 – 2010	<b>Adam Mickiewicz University of Poznań,</b> 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
2010 – 2012	Finished semesters 1–4 of Cisco Certified Network Associate course

### *Certificates*

2021.04	The Qt Company Certified Qt and QML Developer
2017.08	Professional Scrum Master II
2017.07	Professional Scrum Master I

## Other

### *Language skills*

Polish	Native tongue
English	Fluent

### *Interests*

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

I hereby agree to have my personal data processed strictly for the purposes of job recruitment pursuant to the Act on Protection of Personal Data of 29 August 1997 (Journal of Laws, no. 133, item 883)