

Personal Statement:

All aspects of web applications, focusing mainly on automation, performance and user experience has been one of Wojtek life's passions. His current interests cover the fields of continues integration and delivery, performance engineering/testing/monitoring and distributed micro services systems. Wojtek has very good understanding of web presence and programming skills to deliver solutions on the highest technical level.

Wojtek gained very good theoretical knowledge during his M.Sc. studies and previous projects enhanced his practical skills of agile development, software design, DevOps, distributed systems and databases.

Key Skills:

- Adopt Agile/Kanban development methodologies.
- Automate development, test, build and deploy processes.
- Adhere TDD, BDD, CD, SCM.
- Actively participate in applications design, database design, data-flows and detailed technical design.
- Provide performance guidelines and recommendations (frontend and backend).
- Analyse and challenge business and technical requirements.
- Plan, execute and analyse results of load tests.
- Deliver rich and high performance web applications.

Experience:

March 2015 **Sainsbury's, London.**
current **DevOps Engineer.**

To design and deliver immutable, highly scalable, highly available and self-healing micro services infrastructure. To setup log harvesting and system monitoring and various dashboards.

To build and constantly enhance pipelines for continuous delivery, enabling multiple production deployments a day. To optimize environments for cost. To deliver tools for provisioning production-like Vagrant VMs.

Technologies AWS, Ansible, Vagrant, Go CD, ELK, Datadog, PHP, Nodejs, Golang.

December 2013 **Gamesys, London.**
March 2015 **Tech Lead – Site Performance Engineer.**

To work across entire technology stack providing performance fixes and enhancements and building automated performance tests and monitoring.

To deliver automated CI and CD pipelines and consistent environments from local VMs to production.

To monitor the performance of multiple frontend applications in UK, Europe and USA. To educate and increase awareness of performance best practices across development and design teams.

Technologies Nodejs, Gulp/Grunt, Ansible, Docker, Vagrant, Git, Graphite, Webpagetest.

July 2012 **British Sky Broadcasting, Leeds.**

December 2013 **Performance Engineer.**

To monitor the performance of both front-end and back-end gaming systems developed in-house. That includes regular load and stress tests.

To work across the entire technology stack, full product life cycle and across in-house development teams.

technologies Jmeter, PHP, Node.js.

September 2010 **British Sky Broadcasting, Leeds.**

July 2012 **Software Engineer.**

To actively participate in the agile development of web applications and portals to support the Sky Betting & Gaming business objectives. To interpret and negotiate business requirements to deliver high quality products.

technologies PHP, Node.js, Rabbit MQ, Behat, Jenkins, Git

June 2010 **BNP Paribas Fortis, Brussels.**

August 2010 **Solution Architect.**

To provide the BNP Paribas Group Operational Entities a commonly developed Internet and Mobile Platform that meets various needs and specificities of their respective markets.

technologies TeamSite, LiveSite.

July 2007 **Shell Centre, London.**

April 2010 **TeamSite Technical Consultant**

Project: User Experience To implement number of enhancements for the new Shell's websites as part of "User Experience" project. To simplify site navigation, and promote Shell colors yellow and red – it become number one in the 2010 Financial Times Index of corporate website effectiveness.

Project: TeamSite upgrade and server migration To upgrade TeamSite and OpenDeploy along with migration to new servers.

Project: Redesign Usability Measurement Brand & Accessibility To deliver the new look for worldwide Shell's websites and build new framework on top of TeamSite.

technologies TeamSite, FormsPublisher, OpenDeploy, Perl, JavaScript, HTML.

2004 **Freelance, Junior Develop**

May 2007

technologies PHP, Flex, HTML, CSS, JavaScript.

Knowledge:

Programming languages Good knowledge: JavaScript/Node.js, PHP, SQL, Perl, xslt, HTML, CSS.
Medium knowledge: Java, C#, PL/pgSQL.
Others: golang, Ruby, C++, C, Python, Flex.

Software Ansible, Go CD, Hudson/Jenkins, Docker, Git, Jmeter, WebPagetest, Apache, Nginx, Mongo, Redis, Memcached, MySQL, Chef, Matlab, Mathematica, Spin.

Technologies Web applications (spa), Web services (JSON RPC, SOAP, XML-RPC), network programming and multi-threaded programming.

Operating systems Linux, OS X.

Others Agile development, continues integration & deployment, Test Driven Development and Behavior Driven Development. Uses of design patterns (web application, structural and behavioral patterns).

Education:

2002 – 2007

Wrocław University of Technology, M.Sc. Studies

Faculty of Fundamental Problems of Technology
Field of study: Computer Science.
Specialization: Algorithms and Computer Systems.

Other hobbies and interests:

Painting, sketching and playing guitar.

For more than 10 years I have been creating web pages (xhtml, css, javascript). I like to experiment with graphics, photos and css.