

# Michał Tuśnio

London, United Kingdom

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<http://mtusnio.github.io/>

## Skills

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- Proficient in **C & C++11 & Python**.
- **Embedded** development.
- **Ubuntu** and **Arch Linux** distributions, plus embedded **OpenWRT** and **Buildroot**.
- **Docker** familiarity.
- **Jenkins** and setting up CI/CD pipelines.
- Automation of tasks in **Bash**.
- Managing **virtual machines** & other **Google cloud** resources.
- Non-relational databases, particularly **MongoDB**.
- **C#** and **Unity Engine**
- Web development using **React** & **NodeJS**.
- Debugging network issues, including **Wi-Fi** or **6LoWPAN** related
- **Git**

## Work experience

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### **Vivacity Labs**

London

#### **Software Engineer**

June 2017 – present

- Developed web apps that analysed and displayed sensor data
- Containerised deployment of web applications
- Helped set up CI & CD pipelines for the teams
- Worked on device code for remote cameras
- In charge of a morale budget to organise fun activities

### **Imagination Technologies**

Kings Langley

#### **Software Design Engineer**

Jan. 2017 – April 2017

- Worked on expanding functionality of Contiki RTOS on Microchip's PIC32 SoC.
- Expanded & maintained hardware continuous integration tests
- Debugged issues with 6LoWPAN radio traffic between a hub, running OpenWRT, and a constrained device
- Worked on configuring OpenWRT & Linux Kernel for our platform
- Extended team's Jenkins CI pipeline.

### **Imagination Technologies**

Kings Langley

#### **Graduate System Assurance Engineer**

Sept. 2015 – Jan. 2017

- Maintained & configured a hardware setup used in the continuous integration pipeline.
- Developed a Python application to measure clock sync between two wireless speakers.
- Wrote Robot Framework tests.
- Debugged issues with packet fragmentation in a driver for a 6LoWPAN radio, as well as helped debug issues with TLS handshakes in TinyDTLS

- Started a side project - LetMeCreateIoT, a library for the PIC32MX clicker consisting of wrappers for interfaces such as SPI or I2C. The library was eventually officially supported as part of the Imagination Technologies' Creator IoT Kit.

## IBM

Kraków

### Software Engineer / Contractor

Mar. 2013 – Sept. 2014

- Automated tasks via scripts & tools in Java, Python and Bash.
- Cooperated with clients and analysed provided raw data to enable software detection for licensing purposes.
- Maintained as well as improved the process of converting software detection data from an older format to a new one.

## ComBC

Kraków

### PHP Developer / Internship

Jan. 2013 – Mar. 2013

## Projects

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### LetMeCreateIoT

C

2016 – 2017

Wrappers for interfaces such as SPI, I2C, PWM and others.

### Graphics engine

C++, OpenGL (GLEW, GLFW and GLM libraries)

2015

OpenGL engine with shadowmapping and phong reflection model support, makes use of the full shader pipeline.

### 2D game engine

C++, Simple & Fast Media Library.

2014

*Other projects, and source code, available at: <http://mtusnio.github.io/>*

### Małopolska Konferencja Produkcji Gier

Kraków

#### Project coordinator

1 June 2013

Conference about production & development of video games.

### SKIS::GameDev

Kraków

#### Project lead

March – June 2013

A series of game development student workshops and seminars.

## Education

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### Jagiellonian University

Kraków

#### Faculty of Physics, Astronomy and Applied Computer Science

2013 – 2015

Finished first year of Master's Degree, **dropped out to pursue employment**

### Jagiellonian University

Kraków

#### Faculty of Physics, Astronomy and Applied Computer Science

2010 – 2013

Computer Science, Bachelor's Degree

## Languages

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**Polish**

Mother tongue

**English**

Fluent (C2 - CPE)