

Michał Tuśnio

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

Skills

- Proficient in **C & C++11**, **Python** and **Bash**.
- **Embedded** development experience.
- I have used extensively the **Ubuntu** and **Arch Linux** distributions, I have also worked with **OpenWRT** and **Buildroot** on embedded systems.
- Non-relational databases knowledge, particularly **MongoDB**.
- **Docker** familiarity.
- Experience with using **Groovy** to define CI steps for **Jenkins**.
- Some **Java** proficiency.
- Experience in **C#** programming thanks to side projects done in the Unity Engine.
- Some web development knowledge – I have created basic applications using **HTML**, **CSS**, **PHP**, **JS**, **SQL**. I have also used **Node.js** to build simple web apps.
- Experience with using **OpenGL** rendering pipeline and writing basic shaders.
- Basic **Perl** proficiency.

Work experience

Vivacity Labs **Junior Developer**

London
June 2017 – present

Imagination Technologies **Software Design Engineer**

Kings Langley
Jan. 2017 – June 2017

- Worked on expanding functionality of Contiki RTOS on PIC32MX470F512H SoC.
- Expanded & maintained hardware continuous integration tests using the Boardfarm framework.
- Debugged issues with 6lowpan radio traffic between a hub, running OpenWRT, and a constrained device running Contiki
- Helped with configuration of Pistachio platform for OpenWrt and default Linux kernel config for it.
- Extended team's Jenkins CI pipeline.

Imagination Technologies **Graduate System Assurance Engineer**

Kings Langley
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 Contiki driver for the 6lowpan radio, as well as helped to fix TinyDTLS handshake problems.
- 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 Kit.

IBM

Software Engineer / Contractor

Kraków

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

PHP Developer / Internship

Kraków

Jan. 2013 – Mar. 2013

Main projects

LetMeCreateIoT

C

2016 – present

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

Project coordinator

Kraków

1 June 2013

Conference about production & development of video games.

SKIS::GameDev

Project lead

Kraków

March – June 2013

A series of game development student workshops and seminars.

Education

Jagiellonian University

Kraków

Faculty of Physics, Astronomy and Applied Computer Science

2013 – 2015

Finished first year of Master's Degree, left to pursue employment

Jagiellonian University

Kraków

Faculty of Physics, Astronomy and Applied Computer Science

2010 – 2013

Computer Science, Bachelor's Degree

Languages

Polish

Mother tongue

English

Cambridge Certificate of Proficiency in English