

MICHAŁ FLAK

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SUMMARY

Software engineer with over 4 years of professional experience. I'm used to being a generalist in a quickly growing startup. Worked independently, in teams, led teams. Experienced in working remotely. I know the pitfalls of young projects having experienced them myself and how to avoid them. Looking for new challenges where I can dive deep and engage fully.

My background is mostly in backend API development (C#, SQL, Node) and DevOps (AWS), but I have dabbled in many things over the years, including frontend, gamedev, mobile and others.

Enthusiastic about Rust, love the productivity and almost cost-free performance.

EDUCATION

University of Strathclyde Glasgow, Scotland
BA Product Design and Innovation Nov 2015 - Jun 2016 (decided to switch to CS)

AGH University of Science and Technology Kraków, Poland
BEng Computer Science Nov 2017 - Jun 2021 (ongoing, part-time)

WORK EXPERIENCE

Betsold Ltd Remote
Lead DevOps Engineer Dec 2018 - 2020

- Tasked with setting up CI/CD pipelines and scalable infrastructure in AWS for our auction platform (F/E, B/E, misc. supporting services, monitoring, alerting).
- Led a team of 4 remote DevOps and Cloud engineers
- Carried out load tests, identified and strengthened weak points
- Carried out integration tests with 3rd party components
- Created technical documentation of everything in the process
- Monitored and reduced costs of the cloud infrastructure
- Managed the release process, versioning and deploying
- Conducted a successful product launch
- Continued development of the product in moments of downtime of the DevOps side

Betsold Ltd Glasgow, Scotland / Remote
Software Engineer July 2016 - Dec 2018

- Joined in early stages of a sports betting auction startup as a second developer on the team, saw its growth and journey to launch
- Developed auction API in C# / Asp.NET Web API + SQL procedures
- Developed Node.js microservices and AWS lambdas
- Worked on a live update system for auction bids over websockets, F/E + B/E
- Created an administrator panel in Angular

Twenty Squares Ltd Remote
Project Manager / Software Engineer July 2018 - October 2018

- Worked with a Junior Developer on a redesign / overhaul of a climate change educational game for schools
- Created and assigned Kanban tasks
- Built content structure and presentation templates in Umbraco CMS
- Built a 3D "voxel" - based game on PlayCanvas engine (Javascript / WebGL)
- Rolled out to several Scottish primary schools, positive feedback from kids

SKILLS

Tech - Work:

- Languages: C# (strongest), Javascript, SQL (MySQL, MSSQL), Powershell
- Frameworks: Asp.NET MVC/Core, Express.JS, Umbraco, PlayCanvas, Angular
- AWS - deep experience. Used: ASGs, ELB, CodeDeploy, CloudFormation, CloudWatch, Elastic Beanstalk, CloudFront, Route 53, Lambda, RDS, ElastiCache, setting up VPCs, security groups, SQS, probably some others
- Tools: GoCD, Gulp, Prometheus, Grafana, Artillery, Git, Redis

Tech - Hobby / Academic:

- Languages: Rust (strongest), C, C++, Java, Matlab/Octave

SELECTED PERSONAL PROJECTS

Hyperbolic raycaster *Rust + Webassembly* <https://github.com/elo-siema/hyperbolic-raycaster-rust>
Experiment in non-euclidian geometry - 2.5D Doom-like game engine taking place on a hyperbolic plane. Uses SDL2, can be built for the Web by Emscripten. Demo:
<https://elo-siema.github.io/hyperbolic-raycaster-rust/index.html>

Chip8 emulator *Rust* <https://github.com/elo-siema/rust-chip8>
Simple game console emulator written in Rust to familiarise myself with the language.

6onode *Node.js* <https://github.com/elo-siema/6onode>
Alternative multithreaded client of a popular online chat service (websocket-based). Reverse engineered the communication protocol from obfuscated Javascript and with the help of Wireshark. Automatic switching of VPNs for new conversations.

COURSES

Machine Learning Coursera by Andrew Ng - exercises in Matlab