

piotrgalar

software engineer



contact

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languages

polish native
english excellent
spanish good
french basic

interests

hackathons
languages
travelling
tabletop games

experience

- 2016–now **oratio GmbH** Remote – Vienna, Austria
Software Engineer
Full stack development of orat.io platform
- Scala, Play, Akka, Node, Angular, PHP, Laravel, AWS, Docker, ...
 - Facebook, Twitter, Telegram, Viber, Kik, Slack APIs
- 2015–2016 **Billy ApS** Copenhagen, Denmark
Software Engineer
Full stack development of billy.dk platform
- Node, Ember, PHP, AWS, Docker, ...
- 2014 **Twitter Inc.** London, United Kingdom
Software Engineering Intern
Frontend deployment architecture for tweetdeck.twitter.com
- Scala, Java, Node, Python, Django, Ruby, Rails, ...
- 2013–2014 **King's College London** London, United Kingdom
Challenge2Code Developer
Competitive automated testing platform and financial market simulation
- Java, Python, Django, Node, HTML & CSS, ...
- 2012–2013 **Floxx Media Group** London, United Kingdom
Software Engineering Intern
Mobile applications' prototypes and new technologies research
- Objective-C, OpenGL, Ruby, Rails, AWS, ...

projects[github]

BlueCityEvents, scalable event singup webapp for Blue City

- Node, React, HTML & CSS, AWS, Docker

FiftyTwo, real time musical instruments tuner implementing MPM pitch detection

- Node, React, HTML & CSS, Java(Android), Swift(iOS)

Macaca, short video screen recorder for video games

- Swift(OSX), Scala(Windows)

Gokapi, REST API development tools for Golang

- Go

#FlightTools, debugging and static analysis tools for Flight JS

- JavaScript, Flight

KickCrawl, Kickstarter web crawler supporting the Kickstarter Prediction Market

- Python, URLLib, Java

education

- 2017 **Nanodegree** Artificial Intelligence Udacity
2015–? **MSc** Computer Science University of Copenhagen
2011–2014 **BSc** Computer Science King's College London, University of London