



Jakub T.

Rust Developer



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Professional summary

Software engineer with more than six years of experience with low-level languages. For the last four years Jakub is mainly focused on Rust programming language in such domains as Blockchain, Tourism and Gaming. Always dedicated to learn about new technologies and the latest trends in the IT industry, Jakub prefers to work with tasks that require analytical and problem-solving skills. A proactive team player as well as an effective engineer in self-managed projects. In his spare time, Jakub creates small talks on various Rust related subjects within a local community.

Education	Wroclaw University of Science and Technology Master's Degree in Computer Science
Links	https://github.com/Dzejkop https://blog.dzejkop.space/talks.html
Skills	Rust, Python Java, Go, C, C++, C# JavaScript, TypeScript Tensorflow QT Mono Unity3D WinAPI SQL, PostgreSQL Git Linux

Company	ConsenSys
Domain	Blockchain
Period	Jul 2021 - now
Role	Senior Blockchain Protocol Engineer
Technologies	Rust, Python, PostgreSQL, SQL, Golang, Git

Responsibilities

- Built zero knowledge rollups for the Ethereum ecosystem;
- Developed software with Rust;
- Worked primarily with the chain;
- Wrote smart contracts;
- Led a small procedural macros workshop for Rust developers;
- Wrote tests with Rust;
- Took part in design and research processes of multiple features;
- Built strong communication with other teams;
- Introduced multiple procedural macros to the project which have enabled the team to move faster and safer (thanks to compile time correctness).

Company	Anixe
Domain	Tourism
Period	Sep 2019 – Jun 2021
Role	Senior Software Engineer
Technologies	Rust, SQL, PostgreSQL

Responsibilities

- Developed a price and availability calculation engine with Rust;
- Introduced a scenario-based testing framework for the booking management system;
- Developed and maintained a booking system;
- Built strong communication between the teams;
- Fixed bugs on the project;
- Performed testing on the project.

Company	PatchKit
Domain	Gaming
Period	Dec 2016 – Sep 2019
Role	Software Developer
Technologies	Rust, C++, QT, C#, Unity3D, WinAPI, Mono, Git

Responsibilities

- Developed desktop applications with QT and C++;
- Introduced Rust to the project;
- Developed desktop applications with Unity3D and C#;
- Developed and maintained new solutions in multiple technologies (Mono/C#, WinAPI, Rust);
- Researched and prototyped an Overlay - a program that would inject itself into a given game and capture user input as well as display additional info;
- Maintained the desktop bootstrapper (program responsible for obtaining the latest version of the main program) with main focus on stability, correctness and resilience;
- Maintained the main desktop application the Patcher that would handle the download, patching and launching process of a game.

Company	Techland
Domain	Gaming
Period	Aug 2016 – Oct 2016
Role	Junior Game Developer
Technologies	C++, C#
Responsibilities	
<ul style="list-style-type: none">• Prototyped gameplay mechanics;• Assisted in development of the engine's component based visual programming system.	