

# BŁAŻEJ WADOWIKOWSKI

**Overall** Making iOS (and other) apps since 2012. Working with Swift since day one. Passionate about automation and improving development experience.

## Work Experience

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| <b>DATES</b>          | November 2022 - currently  |
| <b>POSITION</b>       | Senior iOS Engineer  |
| <b>EMPLOYER</b>       | Fresha   |
| <b>RESPONSIBILITY</b> | Creating version 3.0. New native application for Fresha's customers from ground up. Done in SwiftUI. |
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| <b>DATES</b>          | September 2021 - currently |
| <b>POSITION</b>       | Owner                      |
| <b>EMPLOYER</b>       | TombacBits                 |
| <b>RESPONSIBILITY</b> | I'm the Swift guy here :)  |
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| <b>DATES</b>          | September 2021 - October 2022   |
| <b>POSITION</b>       | Swift Developer (Remote)  |
| <b>EMPLOYER</b>       | NordPass  |
| <b>RESPONSIBILITY</b> | Project tightly compound with RxSwift. Maintaining, introducing new features. Proposing new angles to improve developer experience. |
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| <b>DATES</b>          | September 2021 - January 2022                                     |
| <b>POSITION</b>       | iOS Developer (Remote)  |
| <b>EMPLOYER</b>       | AppVerk Sp. z o.o.  |
| <b>RESPONSIBILITY</b> | Planned and start implementing transition to a newer network API. |
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| <b>DATES</b>          | October 2018 - July 2021  |
| <b>POSITION</b>       | Mobile Software Engineer  |
| <b>EMPLOYER</b>       | Allegro   |
| <b>RESPONSIBILITY</b> | Maintaining, introducing new features using both languages, SwiftUI and Combine in iOS app. I was focused on a purchase and messaging process. Mentoring new employees. |
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| <b>DATES</b>          | April 2018 - September 2018                                    |
| <b>POSITION</b>       | iOS Developer (Remote)   |
| <b>EMPLOYER</b>       | 10Clouds   |
| <b>RESPONSIBILITY</b> | Project in Viper and RxSwift. Introduced Bitrise for the team. |
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| <b>DATES</b>          | September 2016 - April 2018  |
| <b>POSITION</b>       | iOS Developer (Remote)   |
| <b>EMPLOYER</b>       | Netguru  |
| <b>RESPONSIBILITY</b> | Several apps using RxSwift, Realm, Layout frameworks, Bitrise. Testing using Nimble/Quick. Mainly in Websummit and Inbbbox app. I was responsible for a hiring process. Highly involved in R&D and Meetups. Mentoring new employees. |

**DATES** July 2017 - March 2018

**POSITION** Co-organizer Swift.map

**DATES** July 2012 - September 2016

**POSITION** iOS/Android Developer

**EMPLOYER** Newaxis Sp. Z o.o.

**RESPONSIBILITY** Game (with Cocos-2d), BAC app and app for a wine shop. 1 app where iBeacons functionality needed to implement. Several proof of concepts.

Making iOS (and other) apps since 2012. In each of my previous positions I was responsible for talking with clients during daily meetings, estimate ongoing tasks, fixing bugs, proposing new solutions, maintaining current and creating new applications from scratch in Swift.

## Languages

**ENGLISH** B2+

**POLISH** Native