

Wojciech  
Władziński

Software Engineer

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 Copenhagen, Denmark

 Wojciech Władziński Github

 Wojciech Władziński LinkedIn

EDUCATION

**Master in Autonomous Systems**  
DTU Copenhagen  
09/2026 – 06/2028 (expected)  
Copenhagen, Denmark

**Bachelor in Computer Science**  
Polish-Japanese Academy of Information Technology  
10/2022 – 02/2026 | Warsaw, Poland  
Major: Mobile Networks, IoT

**High School**  
IX LO im. Klementyny Hoffmanowej  
2019 – 2022 | Warsaw, Poland  
Major: Mathematics, Physics, Computer Science

LANGUAGES

**Polish**  
Native

**English**  
Proficient

SKILLS

**Technical**

- Languages: C/C++, Python, Go, Java, Kotlin
- Backend & Infra: Docker, Kubernetes, GCP, Jenkins, GitHub Actions, Ansible
- Data: PostgreSQL, NoSQL
- ML/DL: PyTorch, scikit-learn, MLflow, OpenCV
- Mobile/Frontend: Flutter, Angular
- Other: Linux (Ubuntu, Fedora), Bash, Git, TCP/IP, FastAPI

**Soft**  
Teamwork, Strong problem-solving, Professionalism and personal culture

INTERESTS

- Embedded Systems
- Sport
- Physics
- Snowboard

PROFILE

Software Engineer with 2+ years at Dell Technologies in C++, Python, and Go, combined with hands-on embedded systems and computer vision projects. Built a real-time stereo-camera depth estimation system using ESP32 and OpenCV. Starting MSc in Autonomous Systems at DTU Copenhagen in September 2026 - relocating to Copenhagen for studies. Interested in problems at the intersection of software, robotics, and physical hardware.

PROFESSIONAL EXPERIENCE

**Software Engineer**  
Dell Technologies  
04/2024 – 08/2026 | Warsaw, Poland

- Software Engineer II (04/2026 - 08/2026)

- Work on core components of a high-performance storage system using **C++**.
- Develop automated tests in Python to ensure system stability and performance.

- Software Engineer (04/2024 - 04/2026)

- Designed and implemented microservices using **Go** (backend) and developed micro-frontend applications with **Angular**.
- Orchestrated application deployments using **Docker** and **Kubernetes**, ensuring the stability and high availability of team infrastructure.
- Automated Kubernetes cluster management by developing a dedicated toolset and repository in **Python**.
- Executed system migration from Java 8 to Java 17, ensuring full backward compatibility and significant performance optimization.

**Technical Assistant**  
European Center of Initiatives in Forensic Sciences Foundation  
02/2023 – 07/2023 | Warsaw, Poland

- Performed technical maintenance and ensured the operational reliability of advanced simulation systems.
- Delivered technical presentations and briefings regarding simulator architecture and operational logic.

**Programming Tutor**  
Self-employed  
2022 – 2024 | Warsaw, Poland

- Conducted individual sessions to support students in exam preparation and academic coursework.
- Simplified and communicated complex technical concepts and algorithmic logic to diverse audiences.
- Monitored student progress and provided hands-on assistance in resolving technical and design-related project issues.

PROJECTS

**Design and Implementation of a Stereo-Camera System for Depth Estimation**

- Developed a high-precision synchronization system for dual-camera setups to enable accurate distance measurement and spatial mapping.
- Implemented camera calibration pipeline (intrinsic and stereo) using **OpenCV** for accurate depth estimation.
- Implemented real-time control algorithms for a rotation mechanism, enabling autonomous object tracking and rotation.
- Engineered real-time data transfer and system communication protocols utilizing **WebSockets**.
- Technologies: ESP32-Cam, **C++**, **Python**, **OpenCV**, Embedded Systems.

**Price Scraper**

- Built a scalable **Go** scraping platform featuring **gRPC** and **REST** micro-service communication
- Implemented a robust scheduling and scraping engine using **PostgreSQL** for job queues and the **Rod** library for dynamic HTML extraction.
- Leveraged **AI/LLM** capabilities to automate data extraction.
- Containerized all services with Docker and deployed to a self-managed Linux VPS using Docker Compose

**Railway Infrastructure Simulation**

- Developed a multi-threaded simulation of railway infrastructure with concurrent threads modeling individual train movements.
- Designed custom algorithms for dynamic map generation, enabling varied railway layouts at runtime.
- Technologies: Java, Swing, concurrent programming.