

Marcin Biegun

SOFTWARE ENGINEER · CREATIVE CODER

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“Who you are is defined by what you’re willing to struggle for.”

Professional Summary

I got into programming by building a custom Ultima Online world with the esoteric E-Script language back in 2008. Since then I’ve built PHP web pages, Ruby web applications, worked on micro-services and modern React.js frontends, optimized MySQL databases, automated infrastructure operations with Ansible, converted spaghetti codebases into clean API services and lead a few projects from the initial gathering of specs, running sprints up to the release, monitoring and maintenance phases.

Currently I’m learning functional programming with Elixir language.

Software Engineering

I believe that software engineering is all about following standards, simple solutions and the art of compromise between management pressure for results and programmers’ tendency for building perfect code cathedrals.

Programmers love making existing code shorter and faster. I follow a rule that each commit should include a bit of refactoring of existing codebase. That’s a great way of keeping projects maintainable and fun to work with for a long time.=

I’m a strong proponent of automation. It’s an investment initially, but over time the automated processes stack up making the mythical “10x productivity” an achievable goal.

Creative Coding

In my free time I do Creative Coding, which stands for using programming for something expressive rather than functional. It’s a fun place on the fluid border between art, technology and business, and a great case for learning new programming languages and paradigms.

I’m mostly interested in experimental, abstract, real-time performances that use short clips, geometries, and animations build a specific mood. It’s a good match with the electronic music. I’ve deployed a few live video setups for club music parties and interactive installations with Kinect.

Programming Skills

Backend Ruby, Ruby on Rails, Elixir, Phoenix

Frontend JavaScript, React.js

Databases PostgreSQL, MySQL, Memcached, Redis, ElasticSearch

DevOps Linux, Docker, Kubernetes, AWS, Heroku

Data processing Python, Jupyter, Apache Spark

Creative Skills

Creative Coding TouchDesigner (Python), Unity3D (C#), Processing (Java), GLSL shaders, Blender, Notch

Video Production VDMX, Resolume, Final Cut Pro X

Work Experience

Contract Book

SOFTWARE ENGINEER

Remote

Oct. 2018 - Current

- Developing data warehouse service using Elixir language.

Social Drug Policy Initiative NGO

SOFTWARE ENGINEER, TECH CONSULTANT

Kraków

Apr. 2018 - Aug. 2018

- Developed an open-source, mobile-enabled web application using Ruby and React.js
- Consulted multiple technical matters.

Relay That

SOFTWARE ENGINEER

Remote

Nov. 2016 - Mar. 2018

- Directed product development.
- Planned sprints.
- Refactored a legacy Ruby on Rails codebase into a modern API service.
- Developed a new single-page frontend application with React.js.
- Built a graphic composition library with JavaScript using modern CSS features.
- Maintained a Heroku infrastructure including an ElasticSearch cluster.

Base CRM

SOFTWARE ENGINEER

Kraków, Poland

Nov. 2012 - Oct. 2016

- Delivered new features in a Ruby on Rails micro-service architecture.
- Lead projects in specification, planning, development, impact measurement and maintenance phases.
- Developed a localization service for the product across dozens of repositories.
- Implemented custom pricing and billing solutions for the sales team.
- Worked on collecting and processing financial data using Apache Spark.
- Built a service for inspecting and acting on the metrics.

Social Bicycles

RUBY ON RAILS DEVELOPER

Kraków, Poland

Nov. 2011 - Oct. 2012

- Developed an application for processing GSM communication between bikes and a server server using Ruby, RabbitMQ and ProtoBuf.
- Built an user-facing web application using Ruby on Rails and Backbone.js.

Left Brain

JUNIOR RUBY ON RAILS DEVELOPER

Kraków, Poland

Nov. 2010 - Oct. 2011

- Developed web applications using Ruby on Rails and MySQL.

Freelance

WEB DEVELOPER

Remote

Nov. 2008 - Oct. 2010

- Built websites using PHP Content Management Systems.