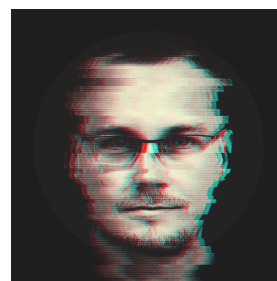# Marek Stoj - Solutions Engineer

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SUMMARY

I am a professional software developer with **more than 17 years of experience**, who is very passionate about computer science and software engineering. I am willing to undertake new challenges and have strong sense of responsibility for delivering successful projects. My interests span a variety of technology areas, like:

Big Data Engineering, GenAI, LLM, Game Development, VR/MR/AR/XR.

EDUCATION

2003 – 2008 **University of Wrocław, Faculty of Mathematics and Computer Science**
Degree: Master of Science in Computer Science.
Master's thesis: Invasive Software Composition System for the C# Language.

2007 **Dresden University of Technology, Computer Science Department**
A participant of the Socrates/Erasmus Programme.
Area of study: Computational Engineering.

PROFESSIONAL EXPERIENCE

2024/12 – 2025/01 **Myelin-H; Cognitive Game Developer**
myelinh.com
Responsibilities:

Developed a Cognitive Rhythm Game which utilizes an EEG sensor to implement the Auditory Evoked Potential Protocol (P300) for patients with Multiple Sclerosis.

Worked on designing a narrative-driven game aimed to improve mental wellbeing of patients suffering from neurodegenerative diseases. The game uses Generative AI, specifically custom LLMs (Large Language Models) for storytelling and conversations with the player.

Helped out with testing, bug fixing and improving multiple cognitive games.

All the games are part of the Neurotechnology Platform for Universal Brain Health. The platform makes use of Brain-Computer Interface technology for remote brain health assessment and neurorehabilitation.

Technologies and tools**:** Unity 3D, C#, LLMs, Firebase, Python, GCP

2024/05 – onwards **Body Mind Games; Lead Game Developer (Mobile, VR/MR)**
www.bodymindgames.com
Responsibilities:

Prototyping various mobile and VR/MR games that promote players' health and well-being by engaging both their bodies and minds.

Technologies and tools**:** Unity 3D, C#, Microsoft Azure, OpenXR, XR Interaction Toolkit, Meta Quest SDK

2021/01 – onwards **Groovy Labs; Lead Game Developer (VR/MR)**
www.groovylabsgame.com
Responsibilities:

Conceptualization and implementation of Groovy Labs - an open and cross-platform sandbox for fiddling with different gameplay mechanics and ideas for VR/XR rhythm

games. Available for Meta Quest, PICO, WebXR, SteamVR-compatible and Apple Vision Pro headsets.

Technologies and tools: Unity 3D, C#, Microsoft Azure, OpenXR, XR Interaction Toolkit, Meta Quest SDK, PICO SDK, SteamVR

2020/02 – 2023/08 **Harvin AR, USA; Development Lead (XR/AR/VR)**
www.harvinar.com
Responsibilities:

Involved in the development of the Harpra Platform which is a cloud-based service and a suite of cross-platform applications that let businesses and end-users display and interact with 3D content within eXtended Reality, whether it is Mixed Reality, Augmented Reality or Virtual Reality.

The main application, Harpra App, is being developed for Microsoft Holo Lens 1/2, Android, iOS and Oculus Quest with the prospect of supporting more devices as they become available.

I have been involved in the design and development processes across all areas of the platform - Unity application(s), backend APIs, web application, etc.

Technologies and tools: Unity 3D, Mixed Reality Toolkit, C#, Java, JavaScript, Vue.js, Microsoft Azure

2018/12 – 2019/08 **Paranor, Switzerland; Big Data Engineer**
Responsibilities:

Worked on a Big Data project for an international postal organization:

- Evaluation and application of Apache Flink (a Big Data streaming technology) to various use-cases.

- Analysis, design and implementation of synchronization between HBase clusters.

Technologies and tools: Hadoop, MapReduce, HBase, Flink, Hortonworks, Java, Spring Boot, Git, Gerrit, Docker, Jenkins, AWS, Terraform, Ansible

2017/09 – 2018/07 **SoftServe, Wrocław; Senior Software Engineer / Big Data Technical Leader**
Responsibilities:

In a project for a leading investment bank - designing and implementing ETL/data ingestion framework as part of a larger Data Lake platform. One of the main goals of the project was to migrate existing Data Warehouse solution to a one based on Big Data ecosystem.

Technologies and tools: Scala, Hadoop, Spark, Hive, Oozie, Cloudera, Impala, Parquet, Sqoop, Python, Git, Bitbucket, JIRA, Nexus, Oracle, Kafka

2016/08 – 2017/08 **Credit Suisse, Wrocław; Lead Big Data Analytics Engineer**
Responsibilities:

Responsible for the design, engineering, implementation and escalation support of the core components that make up the CTO Data Lake, a Big Data ecosystem, and the engineering and implementation of highly complex Data Science driven products.

Provided technical leadership within the team and to outside teams, influencing the direction and innovation on the plethora of technologies that typically make up Big Data ecosystems and development techniques for Data Science tools.

Lead the CTO Big Data Engineering Team in Poland.

Technologies and tools: Apache Hadoop, Spark, Flume, Cloudera, Impala, Parquet, RabbitMQ, Jupyter, .NET/Python/Java, Sentry

2014/09 – 2016/07 **Credit Suisse, Wrocław; Big Data Analytics Engineer**
Responsibilities: Leading an engineering effort of building a Big Data environment (Data Lake) – ETL/analytics platform, infrastructure.
Technologies and tools: Apache Hadoop, Pig, Flume, Spark, Pivotal/Cloudera, HAWQ/Impala, RabbitMQ, .NET/Python/Java.

2009/02 – 2014/08 **Krajowy Rejestr Długów Biuro Informacji Gospodarczej SA, Wrocław; software developer; senior software developer since 11.2012**
Responsibilities: Developing and maintaining back-end infrastructure as well as internal and consumer-facing applications.
Technologies and tools: .NET Framework, C#, ASP.NET, ASP.NET MVC, WCF, SQL Server, Visual Studio 2003-2013.

2010/05 – 2010/09 **LongLife S.C.; Wrocław; contract work; Software Developer**
Responsibilities: Created architecture, implemented and deployed a system supporting multi-level marketing business model.
Technologies and tools: .NET 3.5, C#, WinForms, ASP.NET MVC, MS Sync Framework, SQL Server 2008, SQL Server Compact.

2007/02 – 2007/03 **XOFTO, Wrocław; contract work; Lead Game Developer**
Responsibilities: Designed and implemented a game for Pocket PC devices.
Technologies and tools: .NET Compact Framework, C#, Visual Studio 2005.

2006/07 – 2007/01 **QubicGames, Wrocław, Lead Game Developer**
Responsibilities: Designed an object-oriented framework facilitating game development for mobile phones. Lead developer on a game project. Developer of various tools for internal use within the company.
Technologies and tools: Java ME, .NET 2.0, C#, WinForms, CVS, NetBeans, Visual Studio 2005.

PROJECTS

2017/09 – onwards **standitup.org – a community initiative**
Description: Raising awareness among fellow IT geeks about the dangers of sedentary lifestyle as well as inspiring them to get out of their chairs and to incorporate more physical activity into their daily lives.

2015/01 – 2016/01 **Webdibly – a mobile application (for iOS)**
Description: A mobile application (for iOS) that lets you save articles from the Web and listen to them using Text-To-Speech engine.
Technologies and tools: Swift, .NET, C#, ASP.NET MVC, SQL Server

2010/01 – 2016/12 **InstaFetch – a mobile application (for Android, Windows Phone 7, Blackberry and Windows 8)**
Description: A mobile application which can synchronize with the Instapaper.com service and extract main content from web sites for offline reading.
Technologies and tools: Java, .NET 4.0, C#, ASP.NET MVC, SQL Server

2012/02 – 2015/12 **ÜberDeployer – an open-source web application**
Description: a class library and an application for deployment automation.
Technologies and tools: .NET 4.0, ASP.NET MVC, SignalR

2012/06 – 2012/12 **PhotoGleamer – a mobile application for Android**
Description: A mobile application that lets one display photos from one's Android device on any screen capable of displaying web pages.
Technologies and tools: Java, .NET 4.5, SignalR

2011/01 – 2011/12 **CrawlCast.com – a web application**
Description: A web application for easy extraction of audio tracks from popular video hosting services.
Technologies and tools: .NET 4.0, C#, ASP.NET MVC, SQL Server, Mono, PostgreSQL.

2009/01 − 2011/12 **devMedia.pl − a family of websites for software developers**
Responsibilities: Developing and maintaining web sites targeted at polish
programmers, eg. devBlogi.pl, devPytania.pl, 97rzeczy.devblogi.pl.
Technologies and tools: .NET 3.5, C#, ASP.NET MVC, Python, Google App Engine.

2008 **ImmBetFairBetter − a Windows Forms application**
Description: A „web scraping" app acting as a front-end for an online betting system.
Technologies and tools: .NET 3.5, C#, NUnit, SVN, Visual Studio 2008.

2007/10 − 2008/02 **ImmISC.NET − academic project (master's thesis)**
Description: An implementation of the Invasive Software Composition paradigm for
the .NET platform.
Technologies and tools: .NET, C#.

COURSES, TRAININGS, CERTIFICATES

2025 **Databricks Essentials; Apache Spark on Databricks**
Lakehouse, Delta Tables, Apache Spark, Workflow Automation, Generative AI

2025 **Generative AI for Developers**
LLM, RAG, Vector Databases, Embeddings, Prompt Engineering, LangChain, LangGraph

2017 **Functional Programming Principles in Scala (Coursera − École Polytechnique Fédérale de Lausanne)**

2015 **Scalable Machine Learning (edX − BerkeleyX)**

2014 **Mining Massive Datasets (Coursera − Stanford University)**

2014 **15.071.x: The Analytics Edge (edX − MITx)**

2013 **PH207x: Health in Numbers: Quantitative Methods in Clinical & Public Health Research (edX − HarvardX)**

2012 **Machine Learning − (Coursera − Stanford University)**

2012 **Web Intelligence and Big Data − (Coursera − Indian Institute of Technology Delhi)**

2010 **TS 70-536: Microsoft .NET Framework − Application Development Foundation**

2006 **2389: Programming with Microsoft ADO .NET**

2006 **2310: Developing Microsoft ASP.NET Web Applications Using Visual Studio .NET**

TECHNOLOGIES

Languages	C#, Java, Python, JavaScript, Scala, Bash, SQL, HTML, CSS, F#, LaTeX, XAML
Frameworks	Apache Hadoop, Spark, Impala, Hive, Pig, ASP.NET MVC, WCF, NHibernate, SignalR, WinForms
Paradigms	Object-Oriented Analysis and Design, Design Patterns, Extreme Programming, Agile Programming (SCRUM), Functional Programming, Aspect-Oriented Programming
Tools	Unity 3D, IntelliJ IDEA, Visual Studio, NetBeans, Git, Mercurial, SVN, NUnit, NAnt, NCover, SQL Server MS, Enterprise Architect

ADDITIONAL SKILLS

Languages	**polish:** native; **english:** fluent
Other	ambitious, thorough, fast learner, good team player

PERSONAL INTERESTS

game development, drumming, dancing, yoga, meditation, wellbeing, public speaking, indoor climbing, data science

COVER LETTER

Dear Hiring Team,

I discovered my passion for coding at the age of 10, starting with a Commodore 64. Since then, programming has been at the core of my professional journey. With over 17 years of experience, I've developed into a polyglot programmer and technologist, proficient across multiple domains.

Throughout my career, I've worked with a broad range of technologies and platforms, including desktop, web, and mobile applications, backend systems, microservices, cloud infrastructure, and business applications of VR/MR/XR. Additionally, my experience spans game development, Big Data engineering, and even touches on Data Science.

I am eager to bring my diverse expertise and passion to cutting-edge projects. I'm particularly excited about how my varied background can contribute to the innovative solutions your team is working on.

As one of my managers once remarked: *"Marek is not only smart but also gets things done, and that's a perfect combination."*

I would love to further discuss how I can bring value to your team. Thank you for considering my application, and I look forward to the opportunity to speak with you.