

TOMASZ ANDEL

PERSONAL INFORMATION

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SHORT SUMMARY

I have over 15 years of experience working on large, complex projects. From image processing algorithms specific to cardiovascular diseases to rapid development in financial systems. Moreover involved in aerodynamics data analysis for Red Bull F1 Team and commodities data analysis.

System Architect, ZURICH, SWITZERLAND

SPF AG Data modeling (R/C++/Python/Q/KDB+). Portfolio analysis. Market insights focusing on commodities.

LANGUAGES : PYTHON, K/Q LANGUAGE (KDB+), C/C++ (C++11/14/17, BOOST), R

System Engineer, ZURICH, SWITZERLAND

UBS Rapid application development working with risk modeling (R/C++/Python). Heavily working with functional Q language for KDB+, Python applications and C++ codebase for Risk and Investment Banking.

LANGUAGES : PYTHON, K/Q LANGUAGE (KDB+), C/C++ (C++11/14/17, BOOST), R

Software Engineer, PARIS, FRANCE

General Electric Healthcare branch of General Electric. Image processing including work around cardiac specific processing algorithms - bullseye construction from segmented myocardium with functional volumes.

LANGUAGES : C/C++ (C++11/14, BOOST, STL, EIGEN, OPENMP, OPENCV, GTEST, GMOCK, X11)

Software Engineer, NICE, FRANCE

Amadeus Credit Cards Concealment framework (PCIDSS Standard). Technical Lead for R&D Teams. Focusing on performance improvements, profiling tools and architectural work.

LANGUAGES : C/C++ (BOOST, STL, GTEST, GMOCK), PYTHON, IBM TPF ASSEMBLER, BASH, JAVASCRIPT

Software Engineer, WROCLAW, POLAND

Nokia Solutions and Networks Base Transceiver Station engineer, developer of LTE technology in Multimode BTS. BTS startup phase engineer.

LANGUAGES : C/C++ (BOOST, STL), PYTHON, C#, UML, XML

Game Physics Engineer, WROCLAW, POLAND

Techland Special effects programmer and extensively on game logic for player and vehicle physics for such game titles like Call of Juarez and Dead Island. Programming control panel devices and working with musicians to design and develop sound engine for level design engineers. Designed and developed artificial intelligence helicopter movements on B-Splines.

LANGUAGES : C/C++ (BOOST, STL), C#, 3DMax MAXSCRIPT

Fortran Engineer, WROCLAW, POLAND

*Fundamental
Problems of
Technology,
Institute of Physics*

Member of team working in Wroclaw Supercomputer Center (www.wcss.wroc.pl). Electron quantum dot computing framework research and development.

LANGUAGES : FORTRAN 95/2003, MPI 2.0, BASH, LISP

Reference: PhD. Jacek GRUBER · jacek.gruber@pwr.wroc.pl,

Reference: PhD. Janusz ANDRZEJEWSKI · janusz.andrzejewski@pwr.wroc.pl · www.if.pwr.wroc.pl/~andjan

EDUCATION

University of Oxford

Postgraduate

Major: Mathematics · Minor: Financial Mathematics

Wroclaw University of Technology, Poland

Master of Science

Major: Informatics · Minor: Software Engineering

Thesis: *Theoretical model of gravitational computing*

Advisors: PhD. Arkadiusz LIBER · arkadiusz.liber@pwr.wroc.pl

Wroclaw University of Technology, Poland

Master of Science

Major: Mathematics

Interests: *Abel groups distribution and its correlation with Riemann Zeta function.*

Wroclaw University, Poland

Bachelor of Science

Major: Astronomy · Minor: Astrophysics

SKILLS

Development

CACHING TECHNOLOGIES, GREENFIELD DEVELOPMENT, FUNCTIONAL PROGRAMMING DESIGN, EXTREME PROGRAMMING, MULTI-THREADING/CONCURRENCY, DISTRIBUTED COMPUTING, MACHINE LEARNING, NEURAL NETWORKS, GENETIC ALGORITHMS, DYNAMIC PROGRAMMING, LINEAR PROGRAMMING

Awards

2009 · AI Hammod software called for Wroclaw Science Festival

2008 · Distinguish for Viruses and Anti-Viruses publication · [link to ref](#)

2008 · Finalist in Polish Academic Programming Contest

2007 · Top 10 in Microsoft Imagine Cup Algorithms

2006 · Finalist in Dolnoslaskie Zawody w Programowaniu Zespolowym

OTHER INFORMATION

Languages

POLISH · Mothertongue

ENGLISH · Fluent

Interests

Rocket Engines · Space Technology · Astronomy · Chess · Mathematics · Physics · High Frequency Trading · Low Latency Systems · Poker · Freediving