

Grzegorz Heldt

Senior C++ Developer and Leader.

mobile: +48664008111

email: grzegorz.heldt@gmail.com

Poland or EU area.

I am an accomplished and highly motivated C++ developer. I have over 10 years of experience in the full life cycle of SW development process, from idea to worldwide commercialization. Specialized in embedded systems and low level layers and experienced in OOD/OOA, able to technical lead on a team and to contribute to project success. Able to learn new skills and project details quickly as well as to find creative solutions to challenging problems.

Objective

Senior C/C++ Software Developer or Technical Lead in a company, where my experience in programming and software designing will contribute to the growth of the organization. Strongly motivated to learn new skills, both - technical and soft, as a leader motivated to support every single team member success.

Summary

- **Over 10 years** of experience in Object-Oriented Analysis/Design and **C/C++** Development, progressing from problem statement through design to successful deployment and commercialization.
- Strong C/C++ skills with experience of development for Linux/Windows and bare-metal.
- Solid management skills, demonstrated proficiency in leading and mentoring individuals to maximize productivity, while forming cohesive team environments.
- Excellent communication skills - good experience with coworking and project management across different nationalities, different cultures.
- Solid Electronics/HW skills, I can design schematics, design board, assemble, do bring-up, of simply CPU based system.

Technical skills

C, C++, Assembler, Linux, Posix, STL, OOA, OOD, UML, Design Patterns, HW debugging, soldering, board bring-up, SW or HW investigations, GIT, TCP/IP, CLion, cmake, gcc, gdb, Yocto, Baremetal, Preempt_rt, JailHouse.

Employment history

Software Architect

Trumpf Huettinger

May 2019 - till now Zielonka, Warsaw Area, Poland

Working with software stack for industrial power supplies, based on Sitara Cortex A8 and TI Sysbios / RZN/1D Cortex A7 and Linux.

- Bring-up Linux on custom AM335x based HW.
 - U-boot porting (DDR timings, DeviceTree)
 - Linux adjustments (DeviceTree, Kernel configuration, Enabling all drivers)
 - Developing for Yocto Layer for above changes.
- Creating, integrating and maintaining Yocto layers.
- Defining code / architecture changes to follow new requirements.
- Leading of HAL & OSAL development:
 - * Defining new interfaces, and their implementations relations to other components.
 - * Assigning tasks to developers.
 - * Act as code reviewer.
- Leading software quality improvement process:
 - * Extending of Continuous Integration process with HAL low-level tests on various hardware.
 - * Extending of Continuous Integration process with static code analysis.
- Moving build process to dockers. Dockerfile is part of code tree, so build environment is versioned, and there no more need to distribute build dependencies to build servers.

Software Engineer

Trumpf Huettinger

October 2016 - May 2019 (2 years and 8 months) Zielonka, Warsaw Area, Poland

Working with software stack for industrial power supplies, based on Sitara Cortex A8 and TI Sysbios.

- Porting/integration of CanOpen stack (CanOpenNode)
- Replacement of custom IDE build system with CMake for Linux and Windows cross builds
- Migration from custom TI compiler to gcc
- Establishing Gitlab server
- Migration from SVN to GIT
- Establishing continuous integration
- Developing new HAL architecture and its implementation

Graphics Software Engineer

Intel Corporation

November 2014 - September 2016 (1 year and 11 months) Gdansk, Pomeranian District, Poland

Contributing Intel OpenGL Driver for Windows/Linux/Android on Windows/Linux in area of performance

- Investigating Kitkat vs Lollipop delta (S-Curve). Resolved three cases.
- Involved in finding Android/Windows delta.
- Developing performance optimization, use sampler for read only UAV images.
- Developing tools and comparing performance of essential GPU operations of Intel GPU and competitors

Manager

Samsung Electronics Poland R&D Center

April 2014 – October 2014 (6 months) Warsaw Area, Poland

Managing a team of 12 people, responsible for low-level projects, advanced bootloaders and Linux kernel.

SW Project Leader / Senior Software Developer

Samsung HQ Korea

April 2013 – April 2014 (1 year and 1 month) Suwon, Gyeonggi-do, Korea

Global Mobility Assignee, Samsung HQ South Korea.

Leading two projects for new DTV Tizen platform:

- Remote shop care hub - advertising solution for TV sets installed in shop.
- Remote management - on-site, through internet, servicing solution.

SW Project Leader / Software Engineer

Samsung Electronics Poland R&D Center

June 2011 – March 2013 (1 year 10 months) Warsaw Area, Poland

Leading of SW projects (chronologically):

- SW update solution.
- Low level secure recovery bootloader, a bootloader not used in normal boot procedure which is able to recover system flash contents basing on update file provided on USB disk.
- RF simulator for DTV testing, a system consists of several hosts with DVB modulators, central server with managing software and DVB streams file storage. That system is able to simulate (almost) real RF signal conditions existing in remote location. Leading of 4 engineers.

Software Engineer

Samsung Electronics Poland R&D Center

April 2009 – June 2011 (2 years 3 months)

- Virtual File System module for linux based Bluray Disc players requested by specification 2.0 of BD. My responsibility was: design of whole module, dividing work into smaller tasks, implement lower-level core and then do integration.
- Common Interface CAM driver, develop linux module driver for CI+.

Junior Software Engineer

Samsung Electronics Poland R&D Center

December 2006 – April 2009 (2 years 5 months)

Some of my duties:

- Develop DVB-T tuner driver for TV product.
- Develop DVB tuner wrapper for DTV stack PC simulator, so it can use DVB tuner installed in PCI/USB slot.

Software Engineer / Electronics Designer

Fideltronik

June 2003 – November 2006 (3 years 6 months)

Design of software and hardware for custom microcontroller based systems.

HW faulty investigation.

Software Engineer / Electronic Designer

AutoBast S.C.

May 2002 – June 2003 (1 year 2 months)

Design of software and hardware for custom microcontroller based systems

Hobbies

- Radio Control flying models
- Running
- Climbing