

Amras Ciaszczyk

they/them

Software witch and community builder, deeply passionate about making clean and correct software which supports humans.

Always mindful of the broader context of my work, and driven by a belief that all technical problems are ultimately about people.

Bringing a perspective to projects which is nurtured in a decade of diverse fields, paradigms, and obsessions. I hold myself to excellent standards derived from that broad experience, and lift my colleagues to the same.



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Some of the Languages I'm good with

C · C++ · Haskell · Python · C#/.NET · Bash · HLSL · Gleam

Some of the Technologies & Standards I'm familiar with

Linux/POSIX · PostgreSQL · SQLite · OpenGL · SDL · REST
ffmpeg · Cairo Graphics · Magnum Graphics · Panda3D
Docker · Docker Swarm · K8S · Abra
DPDK · StrongSwan

I Structure my own Projects with

Kanban · Git · Bullet Journals · Denotational Design
Docker Swarm · Vim · Old Thinkpads

I've used, but avoid

Java · Harbour · PHP · Unity3D

Testimonials

from colleagues at Ericsson, translated

"Amras is invested in the entire project, not just their own tasks. They actively support others, often the first to offer help. This is invaluable. Amras cares about the success of the entire team."

"Very high work culture with excellent work organization, time management, ability to divide tasks, and prioritize them."

"As an employee, they are a very thorough person, very valuable in a high-priority project."

"They investigate and diagnose complicated problems in a remarkably short time."

"Their commitment to creating high-quality code and promoting new standards is truly inspiring."

"Amazing approach to writing documentation, and broad programming knowledge."

"I can always count on them during meetings; their perspective helps give direction to our discussions."

"Irreplaceable in many situations; I can always count on their support."

"Possesses extensive technical knowledge about networks, programming, testing, documentation, and leading projects."

"Regularly brings fresh ideas, contributing to the team's development and improving its processes"

Education

Self-taught Python and C in middle school, spent a lot of childhood solving Project Euler puzzles, writing in game jams, and chatting with fellow nerds on freenode (now libera). Earned a Laureate title in Poland's Junior Maths Olympiad.

Santa Barbara City College

Thanks to a generous opportunity at an alternative high school, enrolled in SBCC while attending high school. At the time, SBCC claimed to be the #1 ranked community college in the US, and boasted industry experts as its compsci lecturers.

Formalized my knowledge of object-oriented paradigms, project management, UML, Python, Java, and digital music production.

Graduated high school as Senior of the Year, and left Santa Barbara for Kraków.

Akademia Górniczo-Hutnicza

After a gap year, enrolled in the department of Electronics, Automation, Computer Science, and Biomedical Engineering at AGH. The department was known for a low-level focus, closer to the metal than the alternatives. That didn't stop me discovering a love for functional programming, linear algebra, and formal linguistics.

Ludum Dare Game Jam

Throughout my teens and uni years I participated in 11 events of the 48-hour game jam. I started out in Unity3D, then moved to the lower-level Panda3D, and later tried Haskell's SDL2 bindings once or twice.

Conferences

I've attended Lambda Days three times, and Chaos Communication Congress twice. I value these experiences highly - not just for the technical expertise, but for the amazing interactions with people in corners of the industry I never knew existed, and for allowing me to see my work in a global context.

Some People I've Learned From

Conal Eliot - showing that when problems are expressed simply and honestly, solutions emerge with little effort.

Jordan Miller - inspiring me to value documentation, saying "all tech problems are people problems", and avoiding the terms "hard/soft skills" in favor of "technical/personal"

Cat Hicks - putting words to my intuition, convincing me that academic psychology belongs in the tech industry, and arguing that "Technical" is a problematic label.

Work Experience

Dapper Penguin Studios / Kalypso

Junior Developer, 2 years

As a student, worked part-time in an international cross-functional team: the junior of two software developers working alongside artists and designers on the business simulation game *Rise of Industry*. DPS signed on with Kalypso during my time there.

Airly

Junior Developer, 1 year

As a student, contracted with local air-quality startup Airly to program their national network of roadside displays. Worked this project alone from prototype to deployment and maintenance: A hub written in .NET allowed Airly to design layouts, monitor connections, and ensure each display had up-to-date pollution data.

Dzikie Pszczoły

Full-Stack Engineer, 3 years

Held a part-time position working as an independent developer on myriad projects for small and medium business clients. This was an excitingly diverse role. It required reverse-engineering undocumented protocols between devices, writing web scrapers, porting decades-old applications from DOS/Xbase to modern systems, or just visiting a client's office to keep their accounting software up-to-date and their databases backed up. I would have loved to stay longer, but the projects ran dry when the pandemic hit.

Ericsson

Senior Software Developer (and other hats), 3 years

Joined Ericsson to work on the packet processing code in radio base stations. Spent 3 years in an R&D team - first as an ambitious newcomer, fixing verification flows and speaking up at meetings, then as an expert in our product, and a mentor and leader in the team, finally as a tech lead and consultant - driving improvements in DevEx, living documentation, and actively involved in the department's politics.

Excelled in rapidly identifying and resolving bugs, clearing blockers when colleagues needed help, and prototyping novel solutions - technical, operational, social.

Took on many responsibilities outside my job description, proactively offering to fix whatever was needed. Organized internal lectures, debates, panels. Designed and oversaw improvements to verification libraries. Taught my team to include agendas and minutes in their meetings. Perhaps my biggest achievement was overturning the institutional bias against developer documentation, and growing a documentation team from scratch.

Participated actively in the Pride & Neurodiversity ERGs, supporting initiatives for more accessible workspaces, better leadership training, and more inclusive recruitment practices.

Left because of ethical concerns, on good terms with management and my team and providing robust training and documentation for my successors.

Personal

I host a suite of web services for myself and my loved ones (shared calendars, image boards, mastodon, email, and others). I take deep dives into history, anthropology, philosophy, and esotericism. I collect teaware and fancy coffee, paint, play music, and fold origami.

I can speak Polish and English natively. I have cross-cultural experience and strive to be compassionate and understanding. I refuse to treat people as means to an end, whether personally or professionally. I'm honest, open, and direct, but always empathetic.

The Catch

- I care who I'm working for. I won't consider offers if my role would do harm to society.
- I am a transgender, nonbinary person. I alternate skirts and pants and use they/them pronouns. This doesn't affect my work, but I've run into transphobic work environments and I don't intend to repeat the experience.
- I am neurodivergent. I will speak explicitly and honestly, and I will ask for accommodations. E.g. remote work, fewer hours, and an environment that doesn't overload my senses.