Artur Kulik

Experienced Software Engineer
Łódź, Poland

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Professional Summary

Accomplished Software Engineer with over 20 years of hands-on experience developing for the Android platform across the mobile and automotive sectors, with deep expertise in application architecture and Kotlin. Proven track record of technically leading and contributing to high-impact products for global leaders like TomTom, Samsung, and Ericsson. Known for architecting scalable frameworks, driving technical excellence, and mentoring high-performing engineering teams. Seeking a Principal Engineer or Tech Lead position to leverage deep technical expertise and leadership to accelerate product success.

Core Skills

- Programming: Kotlin (Expert), Java, C#, C++, Swift, JavaScript, Python, SQL
- Platforms: Android (Expert), Kotlin Multiplatform (KMP), Symbian, Embedded Systems
- Frameworks & Libraries: Android SDK, Android Jetpack, Dagger/Koin, Coroutines, Retrofit
- Databases: SQLite, PostgreSQL
- Architecture: Clean Architecture, MVVM, Modularization
- Tools & Technologies: Android SDK, Android NDK, RESTful APIs, Git, Perforce, SVN, ClearCase, GitHub, Gerrit, Jira, Confluence
- Testing: JUnit, Mockito, Mockk, Espresso, Calabash, Roborazzi, Test-Driven Development (TDD)
- Methodologies: Agile, Scrum, Kanban

Professional Experience

Expert Software Engineer
TomTom, Łódź, Poland
October 2020 - July 2025

- Technical Leadership & Mentorship: Acted as Tech Lead for a 10-person cross-functional team (including 7 developers), mentoring engineers to enhance technical autonomy and code quality, which directly contributed to increased team velocity and near-perfect predictability in meeting quarterly deadlines. Conducted regular code reviews to ensure alignment with engineering best practices.
- Software Architecture: Played a leading role in architecting and engineering the core map module, integrating a third-party rendering engine and delivering a robust API that became the standard for all map interactions across the application
- Framework Development: Designed and implemented scalable core frameworks for the next-generation navigation application, standardizing development processes and enabling significant code and functionality reuse across multiple modules
- Performance & User Experience: Led initiatives to identify and resolve critical performance bottlenecks, significantly improving application responsiveness. Collaborated closely with UX/UI designers to ensure pixel-perfect, intuitive feature implementation

- UI Modernization & Product Alignment: Led migration of key map module UI components from XML to Jetpack Compose. Reduced boilerplate, simplified theming, and accelerated design iteration through declarative UI patterns. Also worked closely with designers, QA, and product managers to align development with roadmap priorities and ensure timely feature delivery.

Principal/Senior Software Engineer
Harman (formely Symphony Teleca / Teleca), Łódź, Poland
January 2009 – September 2020

- Technical Sales Enablement: Empowered the sales team by conducting in-depth technical feasibility analyses and developing rapid Proofs of Concept (PoCs), which were instrumental in securing new client contracts.
- Client Project (Samsung): Delivered Microsoft Exchange synchronization functionality for the flagship Samsung Galaxy S2, a critical feature for its launch and successful adoption in the enterprise market.
- Client Project (TomTom): Full integration of the Nuance speech recognition engine into a core navigation application, developing a novel JavaScript-based dialogue engine to enable dynamic, scriptable user interactions
- Performance Engineering (CNHI): Spearheaded performance analysis and optimization for a custom Android platform for a leading U.S. agricultural machinery manufacturer, successfully identifying and resolving critical system bottlenecks, reducing startup time by 60%
- Entrepreneurial Initiative (Teleca): Created and launched a Battleship-style mobile game that reached the top 10 on the Android Market, showcasing strong product vision and hands-on execution across the entire development lifecycle

Symbian Software Developer
EMCC Software Ltd., Łódź, Poland
July 2008 – December 2008

- As a key developer for the TuneWiki Symbian app, was responsible for the full implementation of its signature feature: an innovative, real-time synchronized lyrics display.

Senior Software Engineer (Promoted from Software & Junior Engineer)
Ericpol Telecom, Łódź, Poland
June 2003 – June 2008

- International Project Delivery: Engineered core communication protocols and developed telecom SDKs using C++ for Ericsson Spain, contributing key components to the Personalized Greeting Service deployed in the Netherlands. Provided on-site support in both countries to ensure seamless integration with carrier infrastructure.
- Critical System Re-architecture: Executed a complete re-implementation of the critical Operator Controlled Number Translation (OCNT) service for major client Orange Spain, enhancing system stability and maintainability
- Enterprise System Design: Contributed to the design and development of a carrier-grade prepaid system for a major South Korean operator, implementing all complex business using advanced SQL stored procedures
- Automation & Quality Assurance: Architected and built in Java an automated testing framework from the ground up for a VPBX switch to simulate real-world user scenarios and ensure solution stability

- Full-Cycle Project Contribution: Contributed to the development of a billing system for the Polish Gas Company (PSG Zabrze), supporting everything from requirements gathering to implementing low-level data exchange protocols.

Education
Master of Science, Engineer in Computer Science (Specialization: Artificial Intelligence and Software Engineering)
Technical University of Łódź, Łódź, Poland
Graduated 2004

Languages

- Polish (native)
- English (fluent)