Oskar Tolkacz

Software Engineer

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EXPERIENCE

Software Engineer at C&F | https://candf.com (USA)   **2022-2024**

- Designed and maintained a REST API in Python on AWS with Couchbase (NoSQL) to manage marketing data across teams.
- Built a high-throughput GraphQL/REST data ingestion connector for Databricks, handling tens of thousands of requests per second using Python.
- Optimized internal CLI tools written in Python, reducing config generation time from ~5 minutes to 10 seconds.

Tech Team Lead at QED | https://qed.ai (Poland)   **2020-2022**

- Led a team of six engineers on health data projects for the governments of Kenya and Malawi.
- Developed and maintained complex ETL pipelines in Python using Pandas for data transformations, Luigi for orchestration, and Postgres for storing processed data, deployed using Docker and Jenkins.
- Built automated workflows for data cleaning, error detection, and report generation, streamlining multiple health data projects.
- Delivered government reports on schedule, ensuring data accuracy and compliance.
- Conducted on-site research in Malawi to improve data collection and reporting workflows.

Software Engineer (Working Student) at Nokia (Poland)   **2018-2020**

- Refactored and improved a 100K+ LOC VBA-based pricing tool.
- Worked directly with pricing specialists to fix bugs and bring new features to the tool.

PROJECTS

symbols.nvim

Open source Neovim plugin written in Lua that provides a sidebar with code symbols. 70+ GitHub stars. See at: https://github.com/oskarrrrrr/symbols.nvim

boringsudoku.com

A boring Sudoku website built with TypeScript, Go and Postgres.
See at: https://www.boringsudoku.com

EDUCATION

Computer Science at University of Wroclaw (Poland)   **2016-2020**