

# Wojciech Graj

## Software Developer

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A software developer specializing in embedded systems and backend development, experienced with kernel- and user-space linux, Rust, and C. Passionate about solving difficult technical challenges, optimizing performance, and writing high-quality software to fulfill business needs.

## Work Experience

- Aug 2025– **Embedded Software Engineer, Lightyear**  
At Lightyear I write software in **Rust** for an embedded solar converter, along with tooling and simulations.
- Wrote a substantial part of the product's firmware, with high test coverage using a variety of testing techniques.
  - Wrote a SIL simulation, requiring inter-operation with **C** libraries and simulating of hardware peripherals.
  - Created an extensive GUI program for configuring our product, with support for both **Linux** and **Windows**.
- Sep 2023–Sep 2025 **Software Developer, P-X Systems**  
At P-X Systems, I was responsible for writing software in **Rust** for **embedded linux**, while also handling the technical side of integrations with third-parties, and contributing to our server-side software.
- Created a **dockerized build system** for **embedded linux** and **uboot**, and set up **continuous integration** pipelines.
  - Integrated with **Microsoft Azure** by writing a custom log ingestion client in **python** and creating interactive data visualizations.
  - Added multiple **C++**-based open-source packages to **Buildroot**, and extensively patched them to suit our needs and resource constraints.
  - Optimized a proprietary radio-based networking protocol, drastically increasing throughput and reliability.
  - Worked in a team that completely changed our database schema and wrote **SQL** queries to model a new complex workflow.
- Jul-Sep 2021 **Intern, StayInFront Digital**  
Created a simple network-based distributed computing system in **python** to automate neural network training.

## Education

- 2022– **BSc. Computer Science and Engineering, Delft University of Technology**  
Electronics for robotics minor, (Embedded) systems variant.

## Personal Projects

### Open-Source Contributions

Contributed 22 merged pull requests and 16 issues in 2025 to a variety of mostly **Rust**-based open-source projects.

### Open-Source Software

Created open-source software, with the following highlights:

- bin-proto: A **Rust** crate for bit-level encoding and decoding of binary protocols, with over 25,000 downloads from crates.io.
- Numerous source ports of Doom, with the main technical challenge being interoperability between **C** and languages such as **python**, **C#**, or **VBA**.
- LiDAR-Dungeon: A game for the 7DRL 2023 game jam in **Lua**, that was featured as the *Game jam entry of the month* in the April 2023 Edition of the GitHub GameBytes Blog
- OrbVis: A tool to visualize satellites orbiting Earth in realtime in **C** with **OpenGL** and **GTK**, published as a **FlatPak** package with over 15,000 installs through Flathub.

## Awards

- 2021 **Icculus Microgrant**  
Awarded the Icculus microgrant for the TermGL library.