

# Ernest Bednarczyk

## Engineering Team Leader

+(48) XXXXXXXX  
Email: XXXXXXXXXXXXXXX  
Gdynia, Poland

 [LinkedIn](#)  [Github](#)

## Employment History

### Team Leader (Sportsbook domain) - Playbook Engineering (10.2024 - 01.2026)

- Led fullstack team of eight senior engineers responsible for development and maintenance of complex microservice architecture.
- Conducted regular 1:1s, performance reviews, mentored senior engineers, supported career development and performance improvement plans.
- Introduced structured project retrospectives and dev discussions, enabling the team to draw actionable conclusions and implement mechanisms to prevent recurring issues.
- Managed delivery of a complex 3-month cross-team project involving twelve engineers across multiple teams. Prepared a thorough delivery plan and led the final production GoLive without major issues. The project had a significant positive impact on the financial performance of key clients.

### Team Leader (Casino domain) - Playbook Engineering (02.2023 - 10.2024)

- Led fullstack team of six engineers working in Scrum methodology responsible for integrating casino providers.
- Simplified the team's workflow across multiple areas (Jira, Confluence, and development processes), increasing ownership and clarity within the team.
- Identified and oversaw crucial tech debt reduction streamlining delivery of new features.
- For five months led the team taking responsibilities in the product ownership area.

### Software Engineer (Casino domain) - Playbook Engineering (02.2022 - 02.2023)

- Developed two third party integrations in Scala and two Rust microservices, expanding casino content on company betting platform.
- Solved multiple bugs with usage of various monitoring tools and debugging methodologies.
- Built Rust library gathering core dependencies for external integrations, which reduced an integration delivery by 33%.

## Summary

Engineering Team Leader with 6+ years of commercial software development experience, including 3+ years leading backend and full-stack teams within the iGaming domain. Experienced in leading cross-functional engineering teams, owning end-to-end delivery of complex microservice-based systems, and collaborating with product, stakeholders, and external partners. Strong technical background in Scala and Rust, combined with a pragmatic leadership approach focused on team growth, technical excellence, and reliable delivery

## Skills

### Leadership & Management

- Team leadership and people management
- Roadmap planning
- Release management & risk management
- Mentoring and coaching engineers
- Delivery ownership and planning
- Stakeholder management
- Cross-team collaboration
- Performance feedback and 1:1s
- Hiring and onboarding new employees

- Moderated communication methods with a dozen of external companies, reducing chaos and lack of clarity.

### **Scala Developer (IoT) – Comarch S.A (08.2020 – 01.2022)**

- Worked in monolithic architecture, developing mid-size billing features.
- Resolved multiple issues across different areas of the system, including the API (GraphQL), core services (Scala), and databases (Elasticsearch, PostgreSQL).
- Moderated communication with a dozen external partners, significantly reducing chaos and improving clarity and alignment.

### **SQL Support Specialist (IoT) – Comarch S.A (07.2019 – 10.2019)**

- Worked with MS SQL databases, practicing SQL and developing general IT skills.
- Created packages using PL/SQL for reducing repetitive operations.
- Was responsible for manual testing of various telecommunication systems.

### **Database administration Intern, ENiS (07/2017 – 08/2017)**

- Worked with MS SQL databases and practised SQL language, focusing on learning general IT skills. Was responsible for manual testing of various telecommunication systems.

## **Education**

### **Applied Mathematics (Masters, AGH) – 2018-2020,**

### **Applied Mathematics (Bachelor's, AGH) – 2015 – 2020**

- Gained knowledge about numerical and quantum computations, mathematics applications in the IT world.
- Learned about algorithm theory and different paradigms through programming in C/C++/Java. I got familiar with machine learning algorithms and methods of prediction model constructing with usage of Python.

## **Engineering & Architecture**

- Backend development: Scala, Rust
- Microservices and monolithic architectures
- Distributed systems
- API design (REST, GraphQL)
- System integration

## **Databases & Data Stores**

- PostgreSQL
- ScyllaDB
- Elasticsearch
- Oracle

## **Tools & Processes**

- Agile / Scrum
- Jira, Confluence
- CI/CD: GitLab CI, GitHub Actions
- Monitoring and debugging tools
- Version control: Git

## **Languages**

- **English:** upper-intermediate (AGH Certificate of upper-intermediate level (B2))
- **Polish:** native

## **Certifications**

**AI\_devs3:** knowledge of building AI agents by LLM integration and various tool usage