MARCIN KLIMEK

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ABOUT ME

I'm leading product engineering teams utilizing more than a decade of expertise in technology. With experience in mobile (iOS, Android), AR/VR (ARKit, Unity), and IoT (BLE, NFC) I help deliver customer-oriented products using lean thinking and a growth mindset. I believe in autonomy, empowerment, ownership, and the power of feedback.

I'm an early adopter and evangelist of emerging technologies focused mainly on Augmented and Virtual Reality.

TECH SKILLS

iOS / ARKit

Unity 3D Engine

Android / ARCore

FB Spark Studio

IoT / Bluetooth / NFC

Blender 3D

EXPERIENCE

Exploded View / Sept 2020 – Present

FOUNDER / CEO

ExplodedView is delivering the future of video making supporting virtual YouTubers in delivering engaging content. I'm responsible for shaping the vision, organizing the team, and supporting its operations. At the current stage of the project, I also participate in technical activities using tools like Unity 3D, ARFoundation, or Blender 3D.

Untitled Kingdom / Mar 2020 – Present

HEAD OF UNTITLED LAB

The Untitled Lab was created to test new ideas and solutions for our Partners in the area of Health and Medicine focusing on technologies like Augmented/Virtual Reality and IoT. I'm responsible for team operations, customer consultation, and marketing content generation.

marcinklimek.com / Feb 2018 – Present

ENGINEER / CONSULTANT / SPEAKER

I use 15 years of experience as an Engineer, Leader, and Product Manager. I help shape the product vision, specifying technical requirements and actual implementation. With the main focus on Augmented Reality, I've successfully worked with companies like Cuseum, UntitledKingdom, HoloHome, and more. I've delivered a number of public presentations and articles in the area of new technologies.

PROJECTS

Cuseum [AR]T MUSEUM
Features by Apple nad winning Webby Award app transforming living room into an art museum with AR. Responsible for ARKit prototyping and implementation.

Exploded View Beam
Architecture and development of Unity 3D VR/AR app for virtual video making. The app is running on Oculus Quest and mobile devices.

SlidePocket
App allows to create template based presentations. Responsible for design and implementation written in Objective-C using UIKit, AFNetworking, Fabric and Flick API.

The Snow Maiden
I've created interactive AR filter for Facebook and Instagram platform using Spark AR.

Estimote / Feb 2018 – Jul 2019
SENIOR SALES ENGINEER / SOLUTION ARCHITECT

Working with key Estimote clients like Skanska or IKEA. I help analyze project requirements and architecture. Provide full technical support in regards to Mobile SDKs and Cloud APIs. I lead the internal Estimote team to deliver hardware/software solutions in the area of indoor location, smart office, and asset tracking. I've implemented the Way Finding solution.

Estimote / Sep 2017 – Jan 2018
SENIOR TECH TEAM LEAD / PRODUCT MANAGER

Leading the cross-functional team in research and initial release Estimote Asset Tracking. I've perfumed market research as well as a complete analysis of the Asset Tracking market. I was building part of the POC as well as automated tools for the iOS platform to perform integration tests of the entire solution.

Estimote / Sep 2012 - Aug 2017
LEAD SOFTWARE ENGINEER

Responsible for leading the team of developers to deliver a complete cloud-based configuration mechanism for Estimote Beacons. I supported the team in defining cross-layer architecture including firmware, mobile libraries, and cloud APIs. I was actively developing iOS platform implementation.

The VR/AR Association / Sep 2020 – Present
CHAPTER PRESIDENT

The VR/AR Association (VRARA) is an international organization fostering collaboration between Members in the immersive technology sector. I was initially responsible for events, successfully organizing and promoting 3 of them attracting high-profile speakers and 300 people in the audience. I'm currently acting as Chapter President responsible for the entire operations of the polish chapter.

EDUCATION

Sep 2003 – Sep 2008
AGH University of Science and Technology

Master's degree in Computer Physics