



RAFAL SZYKOWSKI

BROADCAST AND SOFTWARE DEVELOPER

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INFO

Name	Rafał Szykowski
Age	46
Date of Birth	24/01/1978
Gender	Male
Status	Single
Nationality	Polish
Languages	English (fluent) Polish (native)

CONTACT

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CONNECT

[www.linkedin.com/rszykowski](https://www.linkedin.com/in/rszykowski)

www.instagram.com/rschykowski

www.facebook.com/schykowski

www.youtube.com/rschykowski

PROFILE

Hi! My name is Rafał Szykowski. I am part of Generation X and envisioned my career path back in school. For over 25 years, I have been working with video content creation, television technology, and programming. I gained experience during various events, including sports, e-sports, concerts, conferences, and video productions. I started with recording and editing wedding videos, moved on to live broadcasts, designing and building studios or broadcasting vehicles, and eventually developing APIs and database applications used in e-sports tournaments worldwide. Throughout my career, I have been involved in mid to large-scale events, managing complex technical setups and overseeing live broadcasts to ensure flawless execution. My experience includes working on high-profile projects, where I coordinated multiple teams to deliver seamless live production and innovative solutions under tight deadlines. I have also had the opportunity to lead teams during mid-scale events, ensuring smooth integration of various broadcasting technologies and managing real-time problem-solving. My involvement in these events has perfected my ability to handle high-pressure situations while maintaining the highest standards of quality and performance.

EXPERIENCE (YEARS)



WORK TIMELINE

- SENIOR BROADCAST DEVELOPER** 2019-2024
 ESL FACEIT GROUP - EFG
 - API Development and Integration**
 Designed and developed APIs using Python, Node.js, and React to support real-time data streaming and interaction for e-sports broadcasting platforms.
 - Frontend and Backend Development**
 Built and maintained responsive web interfaces (using HTML, React) and backend services to facilitate seamless user experiences and efficient data processing during live broadcasts.
 - System Optimization and Performance Tuning**
 Optimized API performance and ensured scalability, implementing best practices in coding and system architecture to handle high traffic during live e-sports events.

SKILLS

BROADCAST TECH

IT NETWORKS

STREAMING

CAMERAS

PYTHON

JAVASCRIPT

HTML/CSS

NODE-JS

REACT

SOFTWARE

ADOBE PREMIERE

DA VINCI RESOLVE

VMIX

ROSS DASHBOARD

CHARACTER WORKS CG

xPRESSION CG

REFERENCES

Vladimir Petrescu

Senior Director Production
ESL FACEIT Group
v.petrescu@efg.gg

Adrian Pikula

TV Director
ESL FACEIT Group
a.pikula@efg.gg

Marcin Wypior

CEO
SabmarTV
telewizjasabmar@gmail.com

WORK TIMELINE (CONTINUED)

BROADCAST ENGINEER

2017-2019

ESL GAMING

• Equipment Setup and Maintenance

Installed, configured, and maintained broadcasting equipment, including cameras, lighting, and audio systems, to ensure smooth e-sports productions.

• Technical Support During Live Events

Provided on-site technical assistance during live broadcasts, quickly addressing and resolving equipment or connectivity issues.

• Signal Monitoring and Quality Control

Monitored video and audio signals to maintain high-quality production standards and ensure uninterrupted live streaming.

TECHNICAL DIRECTOR

2016-2017

ESL GAMING POLSKA

• Live Broadcast Production

Operated vision mixing equipment to manage live e-sports broadcasts, ensuring smooth transitions, camera switching, and real-time graphic overlays.

• Creative Input and Visual Storytelling

Collaborated with production teams to craft visually engaging broadcasts, enhancing the viewer experience with dynamic visual elements.

• Technical Coordination

Coordinated with technical teams to ensure the seamless integration of video, audio, and graphics during live events, resolving issues under pressure.

SENIOR BROADCAST ENGINEER

2014-2016

iPOL TV

• System Design and Maintenance

Oversaw the design, installation, and maintenance of broadcasting and studio systems, ensuring seamless operation and minimal downtime.

• Team Leadership and Technical Oversight

Led a team of engineers, provided guidance, and managed technical operations to support live and recorded entertainment productions.

• Innovation and Optimization

Implemented new technologies and optimized workflows to enhance production quality and operational efficiency in a dynamic entertainment environment.

VIDEO EDITOR

2013-2014

TELPOL TV

• Video Editing and Post-Production

Edited news segments, reports, and features to create compelling and accurate broadcasts, adhering to tight deadlines and editorial guidelines.

• Content Coordination and Storytelling

Collaborated with reporters and producers to craft engaging narratives, ensuring coherence and visual appeal in all edited content.

• Technical Quality Control

Ensured the final output met broadcasting standards by performing quality checks on video, audio, and graphics integration.

PROJECTS

RECIN STUDIO

I was responsible for designing and building an e-sports studio in Bratislava, where I oversaw the layout, equipment selection, and installation to create a state-of-the-art broadcast environment. My work involved coordinating with multiple teams to ensure that the studio met the technical requirements for high-quality live streaming and production.

www.recin.sk

SABMAR HD3

I have designed and built TV open broadcast vans for live events, focusing on creating efficient, mobile setups that can handle high-pressure broadcasts in various environments. My work included customizing the vans with cutting-edge broadcasting equipment, ensuring seamless connectivity, and optimizing the space for quick setup and operation during live transmissions.

www.sabmar.tv

PUBG MOBILE

I developed both front-end and back-end systems for managing API outputs from PUBG Mobile, implementing real-time data processing and user-friendly interfaces to monitor player statistics, team health, and game events. My solution allowed users to access detailed, data during live broadcasts and tournaments, improving live streams and viewer engagement.

www.esports.pubgmobile.com

WORK TIMELINE (CONTINUED)

BROADCAST ENGINEER 2008-2012

WEDDING TV

- **Studio Equipment Maintenance and Operation**
Operated and maintained studio equipment, including cameras, lighting, and audio systems, ensuring seamless live and recorded broadcasts.
- **Technical Support and Troubleshooting**
Provided real-time technical support during live events, quickly diagnosing and resolving issues to ensure uninterrupted transmission.
- **Collaboration and Workflow Optimization**
Worked closely with production teams to optimize workflows, ensuring high-quality video and audio output that met client expectations.

TV & VIDEO PRODUCTION 2001-2010

SELF-EMPLOYMENT

- **Production and Post-Production**
Managed the entire process of video content creation, including planning, filming, editing, and delivering high-quality projects tailored to client needs.
- **Client Communication and Project Management**
Collaborated closely with clients to understand their vision and requirements, ensuring successful execution of projects within budget and deadlines.
- **Technical Expertise and Equipment Operation**
Operated professional video and sound equipment, implemented advanced editing techniques, and ensured optimal technical quality of final outputs.

EDUCATION & TRAINING

FRONT-END DEVELOPER 2021-2022

SOLIDIFY

Basics of Version Control, JavaScript/TypeScript, JavaScript – React, Continuous Integration, Teamwork

XL SECONDARY SCHOOL 1994-1998

LODZ, POLAND

General education direction

INTERESTS & HOBBIES



CODING



GAMES



YOUTUBE



COFFEE



MOTORSPORT