Kacper Kuchciak

Personal Info

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- /github.com/Bamaluko/Projects

Skills

- Programming
- Group project coordination
- Game Design and programming
- Quality Assurance
- Team Work and coordination
- English C1 (Can speak fluently And easily understand)
- Polish(spoken natively)

Tech Stack

- .NET
- Microsoft SQL Server
- Unity Engine
- OpenGL
- Git (includes basic devops and managing repository)

Programming Languages

- C++
- C#
- Java
- Basics of HTML, CSS and XML
- Python
- Processing(Java and JS as base)

I am a third-year IT student. I am interested in putting all the knowledge and skills I have earned into my first commercial experience in the IT industry.

Among the most important principles I have learned during my studies is flexibility and good communication skills. Thanks to working on multiple group projects, I can adapt rapidly and easily blend into new environments. I developed crucial interpersonal skills and always strive to see the bigger picture. All of it positioned me as a project lead in both big undertakings I have been working on during my studies. Naturally, it taught me being responsible, assessing the situation, adhering to the deadlines and keeping good communication with the team.

Personally, I sincerely enjoy learning about technological innovations and innovative solutions in IT, I keep up with the trends on my own. I like challenging myself with something new.

Education

2020-10-1 Still ongoing	**Łódź University of Technology**
	Applied IT in Polish, 3rd year, 6th semester - The Faculty of Technical Physics, Computer Science and Applied Mathematics

Flag Projects

"Malleable Hollow" – a metroidvania game made with Unity engine

In a team made of four programmers we were tasked with designing and implementing a video game using a premade game engine. I acted as a project lead, designed main mechanic, programmed the game core and some smaller features. I made sure the project was complete on time, coherent and polished. In an evaluation performed by multiple gamedev companies our project finished as runner up.

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[Alternative link]

"In Parallel" – a point and click adventure game made with OpenGL api(used to create a game engine "from a scratch")

The team consists of six people (four programmers and two artists). The goal was to design a game, create a game engine based on API and, using that engine, implement the game. I have already learned a lot about OpenGL and shaders This particular project taught me a lot about rendering, optimization, shaders, structures and technologies used in video games, but ones that could also be useful in different IT projects. Once again I acted as project lead, assuming all the previously mentioned responsibilities, as well as connecting the programmists with the artists.

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