

# Dariusz Bozek

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## PORTFOLIO/ EXAMPLES OF WORK

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<https://www.linkedin.com/in/darius-bozek-1b9275175/> - LinkedIn profile.

<https://github.com/BozekDariusz> - Examples of my University work.

<https://dariusbozek.wordpress.com/> - Portfolio with pictures and short descriptions of some of my university projects.

## WORK EXPERIENCE

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### Siemens

April 2021 – present

#### Software Engineer

- Developing and maintaining large code base in C/C++
- Integrating and extending VR engine (C#) into existing software
- Training and supporting junior engineers
- Working closely in an agile digital visualization team of six
- Collaborating with other teams around the world
- Working on projects across the full development lifecycle
- Writing documentation
- Extending and refactoring legacy code

### University of Bradford

May 2019 – July

2019

#### Python Software Developer

- Created visualization tool for real life medical data
- Developed a data base in postgres
- Working as a part of a small team

## EDUCATION

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### University of Leeds

2019 – 2020

#### MSc High-Performance Graphics and Games Engineering

MSc Project-

“Mesh Repair with Distance Fields”

Key Modules –

- Parallel and Concurrent Programming
- Games Engines and Workflow
- Foundations of Modelling and Rendering
- High-Performance Graphics
- Animation and Simulation
- Geometric Processing

**BSc Computer Science: First Class Honours**

Final Year Project-

“Visualization of quantum states evolution”

Key Modules –

- Neural Networks and Fuzzy Systems
- Software Verification
- Foundations of Cryptography
- AI for Games
- Computer Architecture and Systems Software
- Data Structures and Algorithms

**TECHNICAL SKILLS**

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- C/C++ (advanced)
- C# (basic)
- OpenGL (mid-level)
- Vulkan (basic)
- Visual Studio (advanced)
- Perforce (mid-level)
- Unreal Engine 4 (basic)
- Python (basic)