**Dariusz Bozek**

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Mobile: 07719284143 Email: darius.bozek1@gmail.com Full Driving License

**PORTFOLIO/ EXAMPLES OF WORK**

<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**

**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**

**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

**University of Bradford** 2016 – 2019

**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**

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