Tomasz Jonarski

+48 506 564 320
tjonarski@gmail.com

Employment

May 2016 – February 2017 – Engine Technical Director at **CD Projekt RED**
- Overall engine architecture, engine back-end systems

June 2014 – May 2016 – Senior Programmer at **CD Projekt RED**
- Low-level optimization, asynchronous data streaming system

February 2014 – June 2014 – Contractor at **Ubisoft**
- Low-level optimization, memory footprint reduction

February 2013 – August 2013 – Contractor at **Crytek**
- Remote editor functionality

April 2012 – June 2014 – Contractor at **CD Projekt RED (remote)**
- Engine and rendering systems

November 2011 – November 2012 – Porting programmer at **QLOC S.A.**
- Low-level optimization, data conversion, platform compliance

June 2009 – May 2011 – Senior Programmer at **CD Projekt RED**
- Engine and rendering backend

January 2008 – November 2009 – Senior Programmer at **CD Projekt RED**
- Engine and tools backend

June 2006 – December 2007 – Lead Programmer at **People Can Fly**
- Game implementation

Education

2003-2006 – Warsaw University of Technology, specialization in radio-telecommunication.

Skills

C, C++, assembly, C#, Java, Lua, Go, Direct3D, OpenGL