**CURRICULUM VITAE**

# **Profile:**

Name: Denis Matwiejuk

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**About Me:**

As a dependable individual with mature manners, I am looking for new experiences in which to learn and improve from. I recently graduated from Brunel University where I studied computer science, I mainly focus on game development and app development using C#, JavaScript and Java but I also know how to write in HTML and CSS.

**Education:**

2015 – 2018

Brunel university Computer science, BSc(Hons) 2:1

2013 - 2015

Stanmore College Computer Science level 3 BTEC diploma year 2 - Distinction\*, Distinction\*, Distinction\*

2013

Stanmore College English Speaking and Listening - C

2008 - 2013

Nower Hill High School BTEC Level 2 Diploma Sports – Pass

2008 - 2013

Nower Hill High School GCSE – 6 A\*- D

**Employment History:**

**June 2015 – September 2015, June 2016 - September 2016**

**(Summer job)**

**The Garden Catering**

Job title: Assistant Chef

* Preparing and cooking of all meals
* Delivering high standards and service to customers

**June 2013 – June 2013**

**(Work experience)**

**QBS Software**

Job title: Assistant

* Organised financial records
* Importing paper based records on to network system

**Additional Information:**

**Hobbies and Interests:**

During my spare time, I enjoy making mobile applications and developing games through unity, in which my end goal is to develop games of my own using techniques and skills that I have learned through experiences and online courses. I’m looking to make games that people find fun and exciting, while also pushing myself to make their experiences better.

**Computer Skills:**

All major Microsoft OS, Microsoft Office (Word, Excel, PowerPoint, Publisher) Apple OS Sierra, Apple OS El Capitan, Blender3D, Unity3D, Java, JavaScript, C#, Visual Basics, Eclipse IDE, GreenFoot, Visual Studio, Xamarin, Adobe (Photoshop, Flash, Fireworks, DreamWeaver), IBM SPSS and GitHub.

General understanding of computer hardware, maintenance, troubleshooting and constructing.

**Personal projects:**

* Developed a 2D space shooter game using MonoGame in C#.
* Developed a 2D action platformer game using Unity in C#.
* Developed a prototype android app to track TV shows and Movies using android studio in Java.
* Currently working on RPG game using Unity.