

## Filip Falinski

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A 3<sup>rd</sup> year Games Development student who is keen to learn and expand his knowledge within the game developing industry. My fascination with gaming and animation started at a young age, which led me to pursue a course that will expand my knowledge of how games are created and build my experience in using programs that are used within the industry. I am a very calm, tenacious and self-motivated individual who can quickly adapt to new roles and established tasks, capable of working on my own initiative or with a team. Outside of college I am taking a course in Unreal Engine, while spending my free time either painting or sculpting miniatures and playing games.

## EDUCATION

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Munster Technological University, Tralee, Co.Kerry, Ireland : **Bachelor of Science In Computing with Games Development**

- **Coursework:** Database programming, Games Development, Computer Graphics, Object Oriented programming, Web Development, Software Testing, 3D Animation, Algorithms and Data Structures, Routing Concepts and Protocols, Java, C#, Oracle, SQL, Maya, Unity

## PROJECTS:

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- **Games Development Project:** Created a simple FPS shooter in Unity, which included a wave type mode in which after defeating a certain amount of enemies another wave will spawn with more enemies. This project was created using C#
- **Software Engineering Project:** Produced a café takeaway system using C# and Oracle in which a customer may place an order with certain beverages and foods. This also included a option for the manager to log in and update the stock or prices and description of all products along with either adding or removing products
- **3D Animation Project:** Made a low poly 3d Character in Maya, while basing the movement on real human movements while they sprint and then drawing out the specific movements in stages, After the planning was done I animated the character in Maya

## WORK EXPERIENCE:

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- Assist customers with their bill payments, provide discounts/deals and setup new services on their accounts.
- Provide IT Support when needed

#### **LANGUAGES:**

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- Polish: Fluent both written and verbal
- English: Fluent both written and verbal

#### **COURSES:**

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- Unreal 5.0 C++ Developer: Learn C++ and Make Video Games: In Progress

#### **Key Skills:**

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- Strong Communication skills
- Customer Service Skills
- Intermediate in Unity
- Familiar with Unreal Engine
- Familiar with Maya and its interface
- Visual Art
- Open-Mindedness

#### **REFERENCES:**

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Available upon request.