

# Julia Szczuczko

Toruń, Poland 🏠

+48 600 067 083 ☎

j.k.szczuczko@gmail.com ✉

linkedin.com/in/julia-s-943418102 🌐

https://github.com/JJ-Kira 🔄

I am a **Master's student** exploring the field of Applied Computer Science, having obtained my BSc in it. Game development is something I am deeply passionate about since childhood.

I am looking forward to gain some exciting working experience in the industry, utilizing not only my **technical expertise** but also my **soft skills, open-mindedness** and **creativity**.

I have **broad knowledge in various fields** and have **travelled** internationally to participate in MUNs around Europe and in a student exchange program with a US-based school. With my honed **communication skills** and **enthusiasm to learn**, I am hopeful to explore the professional world of game development and find out where my skills and knowledge can shine the brightest.



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## Work Experience

OCTOBER 2024 –

### Python Developer / PyBest

- Python
- code optimization
- application tests
- quantum chemistry computations

SEPTEMBER 2022 – DECEMBER 2023

### Software Engineer, Unity Developer / Inseye Inc.

- Unity, C#
- XR technology
- technology research
- project management
- demonstration apps
- eye tracking applications exploration & creation

MARCH 2022 – AUGUST 2022

### Junior Unity Developer / RemmedVR Sp. z o.o.

- Unity
- C#
- VR technology
- therapeutical games implementation

NOVEMBER 2021 – JUNE 2023

### Python Developer / GRANAD

- Python
- code optimization
- user experience
- nanophotonics computations

SEPTEMBER 2021 – DECEMBER 2021

## **Escape room employee, creative content creator / Dom Klódek**

- customer service
  - escape room gameplay design
  - roleplay, acting
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## **Education**

FEBRUARY 2023 – JUNE 2025 (EXPECTED DATE)

### **Master's degree / Nicolaus Copernicus University in Toruń**

**Applied Computer Science** – Specialization: **game development** – thesis to be focused on **eye tracking** solutions

OCTOBER 2019 – FEBRUARY 2023

### **Bachelor's degree / Nicolaus Copernicus University in Toruń**

**Applied Computer Science** (engineering studies, equivalent to BSc) – thesis focused on computing application in **nanophotonics**

SEPTEMBER 2016 – APRIL 2019

### **Upper Secondary Education / I Liceum Ogólnokształcące im. Mikołaja Kopernika w Toruniu**

**Humanities & Media** class profile

SEPTEMBER 2013 – JUNE 2016

### **Lower Secondary Education / Gimnazjum Nr 11 im. Stefana Banacha w Toruniu**

**Bilingual** studies

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## **Programming & Technical Knowledge**

### **Advanced**

- |                       |                 |
|-----------------------|-----------------|
| • C#                  | • Unity         |
| • C/C++               | • Python        |
| • XR-content creation | • Unreal Engine |
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### **Basic/Learner**

- |                         |               |
|-------------------------|---------------|
| • Fusion 360            | • Blender     |
| • OpenGL                | • Game design |
| • Compiler optimization | • Physics     |
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# Languages

**English/** advanced (CAE certificate, C2)

**Russian /** advanced

**Spanish /** advanced

**Japanese /** intermediate

**Korean /** beginner

**Italian /** beginner

**French /** beginner

**German /** beginner

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## Courses

- The Process of creating video games  
Dark Point Games (*Achilles: Legends Untold*)
- Game Engines (Unreal Engine)  
TITAN GAMEZ (*UBOAT: The Silent Wolf*)