Jakub Ogrodnik

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Mobile: +48 600 924 355

Location: Warsaw

Portfolio: https://jakubogrodnik.pl

Github: https://github.com/JakubOgrodnikPL

LinkedIn: https://www.linkedin.com/in/jakub-ogrodnik-483376256/

I design, develop and self-publish video games. I'm a certified software tester and a professional game tester.

IT SKILLS AND TECHNOLOGIES

MAIN

Unreal Engine, Jira, JQL, Game design, AI, Comfy UI, Confluence, Testrail, Redshift, Html, CSS, C++, VS Code, Visual Studio, Davinci Resolve, Gimp, Audacity, Wordpress

SUPPORT

Teams, Slack, Github, Perforce, Office, SQL, PHP, LaTeX, Java Script, Jenkins, LLM, TTS, STT, TTI

EXPERIENCE

04.2024-NOW: Lionbridge POLAND (For global-scale game developer)
Software Technical Engineer Support
- manual testing in Unreal Editor
- reviewing test cases and scenarios
- supporting team STE
- organizing daily tasks
- verifying test cases
- giving feedback on user stories
- checking Redshift queries.

Technologies: Unreal Engine, Jira, JQL, Jenkins, Testrail, Redshift.

04.2023-03.2024: Lionbridge POLAND (For global-scale game developer)
Game tester (REMOTE)
- reporting issues with Jira
- running tests
- preparing training and tutorial materials
- writing reports

Technologies: Jira, Jenkins.

01.2022-03.2023: Freelancing
- creating websites
- making games - Unreal Engine projects
- content creation for social media

Technologies: Unreal, HTML, CSS, C++, Visual Studio / Code, DaVinci Resolve, Gimp, Java Script, Wordpress, PHP, SQL.

2017-2021: Jaworska Trading LTD.
Key Account Manager
- consulting and advisory for the strategic customers, in the field of furnishing office spaces, for global companies as: Citibank, Capgemini, JP Morgan.

EDUCATION

ISTQB Certified Tester Foundation Level

Recent Udemy courses:
- Unreal Engine 5 Post Process Materials (ongoing)
- Unreal Engine 5 Cinematics (ongoing)
- Unreal Engine 5 C++ Ultimate Developer (ongoing)
- ISTQB Foundation Level V4.0 Complete Training
- Unreal Engine 5.4 Motion Design
- ISTQB Foundation Level v4.0
- Jira project management
- Unreal Engine 5 C++ Developer
- Unreal Engine 5 Blueprints: FPS
- Manual software tester (ISTQB knowledge)
- Web developer (HTML, CSS)
- JavaScript basics
- SQL in Postgre
- PHP basics

2006: Faculty of Physics, Warsaw University of Technology
Specialisation: Computer and nuclear physics
Thesis: „Germanium gamma radiation detectors with anti-Compton shield".

2002: III High School in Lublin (the Union of Lublin)
Profile: mathematics and physics

LANGUAGES

polish (native), english (bilingual fluency), french (ongoing B1), german (beginner), bulgarian (beginner)

SKILLS

analytical skills, communication, creativity, teamwork, work organisation, negotiation, mediation, team management, staff

EXPERIENCE

2014-2017: Jaworska Trading LTD.
Sales representative
- office furniture trade and sales
- customer service
- staff training
- improving qualifications

2012-2014: Internship in Jaworska Trading LTD.
- organisation of office work
- customer service
- transport
- shipping
- logistics

2010-2012: Internship in Heavy Ion Laboratory at the University of Warsaw:
- "E.A.G.L.E" gamma radiation detection system support and data acquisition

Tools: LaTeX

2009: Internship in Ultra Low Temperature Laboratory, Lancaster University of Technology
- research: "Transition to Turbulence for a Quartz Tuning Fork in Superfluid 4He"

training, logistics, patience, responsibility, driver licence B.

PASSIONS

playing video games, classic RPGs, LARPS, board games, doing sports, writing poetry.