Contact

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Website:
http://jakubszumilak.github.io/

Skills

- C++
- C#
- Python
- Java
- Lua
- MySQL
- HTML, JS, PHP
- Git
- Steam SDK
- Refactoring
- 3D Modeling
- 3D Animation
- Work organization
- Working in a group

Languages:

- Polish (native)
- English (B2/C1)
- Spanish (A2)

Jakub Szumilak

Summary

A passionate game developer with a year of experience in **Unreal Engine 4 and 5**, and also a third-year Computer Science student. Over the years I have polished my skills that encompass **programming** and **developing applications**, as well as **creating 2D and 3D graphics**.

My typically professional skills are aided by **soft skills** acquired from collaborative work with other students. I have experience as a **group leader** in numerous group projects at the university.

Education

Applied Computer Science Engineer (ongoing) 10/2022 - Present
Bronisław Markiewicz National Academy of Applied Sciences
Jarosław, Poland

Courses

Unreal Multiplayer Master: Video Game Dev In C++ Course
September 2023 – February 2024

Projects

Multithreaded programming on a cluster (C++ / C#) [link (PC version)]
June 2024 – September 2024

CyberPost (online mailing system, HTML, JavaScript, PHP) [link]
June 2024

LanguageApp (Java) [link]
April 2024 – June 2024

Scavengers (stealth TPS, C++ in Unreal Engine 4) [link]
June 2023 – September 2023

A full list of projects and their presentation can be found on my website

Strengths

My work is always organized and each step is planned. In the process of creating my projects, I use **Trello** to set further goals and I write **pseudocode**, to better plan what I want to achieve.

Each line of my code is written in the **coding standard**, which further enhances its readability and consistency.

I am aware that **refactoring** is inevitable and I apply it in my projects.