



Jakub Szumilak

Summary

A passionate game developer with 2 years 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 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.

Contact

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github.com/LordaxPL

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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 (C1)
- Spanish (B1)