

MARK JASKIEWICZ DOBROWLANSKI

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SUMMARY

- Knowledgeable in object-oriented programming, game design, Algorithms, and Data structures
- Currently pursuing a P. Eng. designation (Professional Engineer)
- 5+ years of experience in leading product design & process implementation projects

EDUCATION

Sheridan College

Expected: April 2027

Computer Systems Diploma, Software Development and Network Engineering

- Coursework: AI & Machine Learning (Python), OOP (Java), Web Programming (JS, Angular, NodeJS), Databases (SQL)

McMaster University

Sep 2015 – Dec 2019

Bachelor of Technology, Automotive Engineering Technology

- Graduated Summa Cum Laude
- Capstone: Designed the movement mechanisms for an autonomous line following robot
- Clubs: Financial Officer in the Bachelor of Technology Association (Dec 2016 – Dec 2017)
- Coursework: Modelling and Numerical Solutions (C++), Engineering Statistics, Mathematical Signals and Transforms

TECHNICAL SKILLS

Languages (Proficient): Java, Python, HTML/CSS, JavaScript (Familiar): C#, C++, GDScript, MySQL, MongoDB

Frameworks: Nodejs, Angular, Spring boot, Maven, Thymeleaf, Lombok

Game Development Tools: Git, GitHub, Unity, Godot, Blender, Trello

Concepts: Databases, Cloud Computing, Object Oriented Programming, Game Design, Cyber-Security

PROJECTS

Game Design – Turtle Beach

Unity, C#

- Implemented AI pathfinding & physics mechanics for the Ludum Dare 72-hour game jam
- Utilized Unity version control and knowledge of object-oriented programming and game design
- Integrated feedback from players to improve level design, update UI elements, and fix bugs

Engineering Tool – Electronics Reliability Calculator

VBA

- Developed a company-wide tool using hash tables to calculate the reliability of electronic components
- Increased company profits by \$12,500 per year and reduced average calculation time from 2 hours to 15 minutes

Game Design – Project AI

Godot Engine, GIT

- An interactive horror visual novel game about AI chatbots created for the 2023 Scream Game Jam
- Worked in a team of two and developed scripts, created game concepts, debugged code, and tested software
- Developed using an understanding of GIT repositories, creating pull requests, and conducting code reviews

Java Web Application – Personal Book Store

Java, Spring boot (Thymeleaf & Lombok), Databases

- Created a personal webpage for browsing, adding, and removing books using Java & Spring Boot
- Handled user input and displayed data using object-oriented programming, H2 databases, and dependency injection

EXPERIENCE

Product Designer Consultant

Jan 2024 – Present

Product Designer

Jan 2020 – Jan 2024

TDG Transit Design Group

- Engineered and designed lighting products through team collaboration and customer interfacing
- Programmed a tool for pricing products using VBA to save the team 60 workhours per year
- Collaborated with cross-functional disciplines to ensure products were delivered to customers without issues
- Spearheaded multiple company-wide audits through leadership, communication, and efficient process implementation
- Implemented company-wide processes for adhesive bonding, process FMEAs, and engineering documentation (CDRLs)