

# Kamil Cychowski

A passionate programmer specialising in games and software development. Adaptable and proficient with several languages and game engines. Experience with leading and managing a version control system for a large-scale collaborative project with GitHub. Currently studying Games Technology at BCU besides working on personal projects. Willing to lead a team, and always willing to talk through ideas or problems with people.

Currently looking for a yearlong placement to gain professional experience and connect with skilled people, to prepare for a career after university.

## Skills

Unity, Godot, Unreal Engine, Lua, JavaScript, C++, HTML, CSS, Git, Linux

## Experience

### Version Control Manager for a 3D Game

2024 - Birmingham City University

- Collaborated with 30 students on a Unity project leading a GitHub version control system.
- Maintained a GitHub repository and adapted the workflow to new project requirements.
- Frequently communicated with classmates to ensure they're clear on using GitHub.
- Provided own GitHub guidance and tutorials for the group.
- Consistently solved merge conflicts and handled issues between Unity and Git.

### Promotional Graphics for Caudwell Children partner

2023 - Sandwell College

- Worked on promotional material for a client to a deadline.
- Communicated with the client face to face and improved designs based on feedback.
- Created a branding package making use of industry standard graphic design software like Adobe Illustrator.

### DCUK – Radio Operator

2023 – Full Time, 3 months

- Developed communication skills during my role as Radio Operator.

- Quickly learned new terminology in the construction environment.
- Developed familiarity with company protocols.
- Organised stock and deliveries.
- Carefully tracked employee attendance in line with safety protocols.

## Projects

### Portfolio Website

- Researched colour theory and design techniques for an effective website design.
- Used CSS techniques like Flexbox and Grid to make webpages responsive between mobile and computer screens.
- Used JavaScript to implement more dynamic visuals on webpages.

## Education

Birmingham City University 2023 - Present

BSc (Hons) Computer Games Technology – C++ Development, 3D Games, Game Engine Architecture, Collaborative Practise

Sandwell College 2021 – 2023

Level 3 Interactive Media – Animation, 3D Modelling, Graphic Design, Work Experience.

Grades – D\*D\*D\*

## Contact

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[Portfolio](#)

[LinkedIn](#)

[GitHub](#)

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## Interests

Retro, Music, Electronics, 3D Modelling, Web Development