Kamil Cychowski

Summary

I am a passionate programmer that focuses on creating unique experiences in games and software. With around 4 years of programming of experience I have become adaptable, and proficient with high-level and low-level programs, and a number of languages. Experience with managing a version control system for a large scale collaborative university project. Currently studying Games Technology at BCU and working on personal projects with different game engines and asset creation tools. I am willing to lead a team, and always willing to talk through ideas or problems with people.

Contact

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Experience

See a collection of my projects on my portfolio website!

Version Control Manager for a Group Project

2024 - Birmingham City University

- In charge of managing a GitHub repository for a group of 30 developers collaborating on the same Unity project.
- Maintained the repository and adapted it to new technical requirements.
- Frequently checked in with classmates to ensure they're clear on my requirements for their use of the repository
- Discussed with other project managers and solved problems based on their role in the project

Promotional Graphics for Caudwell Children partner

2023 - Sandwell College

- Work experience project
- Worked on a promotional material to a deadline
- Created a branding package
- Created poster for a Windrush event

Skills

Unity
Godot
C++
Lua
Javascript
Git

Interests

Retro

Music

Electronics

3D Modelling

Web Development