Mateusz Salaga

Gameplay & Tools Programmer

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Profile

I'm a video game programming student interested in working with gameplay and tools, but open to work and learn in other areas.

I am currently looking for a 7-month internship as part of my university's internship program.

I believe my best traits to be persistence, adaptability and teamwork.

Education

The Game Assembly (TGA), Malmö

Higher vocational education, Game Programming
August 2021 - Present

- *15 Courses, including: C++, Design Patterns, AI, Procedural Generation, Tools*
- *Developed 8 fully fledged video games in multidisciplinary teams of up to 22 people.*

Cybergymnasiet, Malmö

Upper secondary school, Information and Media Technology
August 2018 - June 2021

- *Java Programming*
- *HTML, CSS*

Links

[Portfolio](#)

[LinkedIn](#)

Skills

C++

C#

Unity

Unreal Engine

Perforce

Agile and Scrum

Languages

English - Fluent

Swedish - Fluent

Polish - Native