MICHAŁ MYSZOR

PERSONAL INFO

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GitHub
https://github.com/MItCHeLPL

LinkedIn
https://www.linkedin.com/in/michal-myszor/

Website
https://mitchelpl.github.io/

SKILLS

- C# / Unity (advanced)
- Python (experienced)
- HTML / CSS / JS (experienced)
- Git / SVN (experienced)
- SQL (basic experience)

Additionally

- Category B driving license
- Team player
- Problem solving
- Willingness to learn
- Quick learner

LANGUAGES

Polish
Native

English
C2

WORK HISTORY

Unity Developer

Take IT Studio, Katowice, Poland | 2022 - Present

Working on games using Unity3D, mainly as a programmer.

https://takeitstudio.com/

Unity Developer

Arrabal-AID, Malaga, Andalucia, Spain | 2019-05 - 2019 -06

Created a 2D game in Unity 2019.2 during 1 month internship.

https://github.com/MItCHeLPL/Arrabal-Internship

EDUCATION

University of Economics in Katowice, Poland

Bachelor: Programming of games and mobile applications | 2020 - 2023

https://www.ue.katowice.pl/

Complex of Technical Schools in Mikołów, Poland

Technician degree: IT specialist | 2016 - 2020

https://www.zst.edu.pl/

PROJECTS

Investing Simulator

https://github.com/MItCHeLPL/Investing-Simulator

Prototype investing simulator created as university bachelor's degree project.

- C# / Unity
- Alpha Vantage API

aMAZEing

https://github.com/MItCHeLPL/amazeing/

Minimalistic puzzle game with procedurally generated mazes.

- C# / Unity 2020.3
- Maze generation using recursive backtracking algorithm
- A∗ Pathfinding

BirdSim

https://github.com/MItCHeLPL/Bird-Sim

Short game where you fly as a bird and explore different levels.

- C# / Unity 2021.2 with HDRP, Shader Graph and Visual Effect Graph
- Realistic flock of birds created using VFX Graph
- Advanced flying controller

Placeholder

https://github.com/MItCHeLPL/Placeholder

Placeholder is a prototype university project game where you have to fight off waves of zombies and survive.
- C# / Unity
- ShaderGraph Cel Shading
- VFX Graph Enemy Remains

Othreter

https://github.com/MItCHeLPL/Othreter

Abandoned 3D Action Adventure game.
- C# / Unity 2021.2 with HDRP, Shader Graph and Visual Effect Graph
- Custom player movement with sliding, jumping, sprinting, crouching, physics interaction and fall damage
- Weapon system with bow and sword
- Player Interaction
- Input Manager with customizable inputs
- Health, armor and damage
- Dynamic grass, birds and clouds created using VFX Graph and Shader Graph

Space Shooter

https://github.com/MItCHeLPL/Space-Shooter

Simple retro game crated as a university project.
- C# / Unity 2020.3

CERTIFICATES

LanguageCert Level 3 Certificate in ESOL International (Listening, Reading) (LanguageCert Test of English C2)

LanguageCert (PeopleCert Qualifications Ltd) | 2021-01

https://badges.peoplecert.org/Badge/en/E4F05653-0AFF-4D52-8DF4-E234E56ACD92

LanguageCert Level 2 Certificate in ESOL International (Writing) (LanguageCert Test of English C1)

LanguageCert (PeopleCert Qualifications Ltd) | 2021-01

https://badges.peoplecert.org/Badge/en/870BB85C-FE62-4E04-AEFA-17F652F2496E

LanguageCert Level 2 Certificate in ESOL International (Speaking) (Expert C1)

LanguageCert (PeopleCert Qualifications Ltd) | 2021-06

https://badges.peoplecert.org/Badge/en/0A0294F0-4730-40AF-B478-CB320215674E