MATEUSZ SZYMOŃSKI

Technical artist, Computer Science enthusiast

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EXPERIENCE

Junior Technical Artist
CD PROJEKT RED

📅 July 2021 – Present

- Developing tools to improve asset creation workflow.
- Maintaining and updating previously created tools.
- Helping people from other departments (Animation, 3D Art, VFX Art) with their daily tasks.

Vice President
Student Association of Game Developers "Polygon" (KNTG Polygon)

📅 September 2019 – February 2021

- Organizing and conducting weekly meetings for over 100 people.
- Helping with events organization (Game Jam, Game Dev Fest).
- Managing social media.
- Designing and ordering advertising materials.
- Developing the website (kntgpolygon.pl).
- Handling necessary administrative tasks.

Head Organizer
PolyJam 2020

📅 January 2020

- Preparing site and taking care of the participants.
- Hosting final project presentations.
- Helping other organizers.

Game Jam Participant
PolyJam 2018/2019, Slavic Game Jam 2018/2019, 0h Game Jam 2018/2019/2020, HoloLens Game Jam, Game Jam Square 2019/2020, Warsaw Film School Game Jam 2019/2020, Game Maker's Tool Kit Game Jam 2019, Epic Mega Jam 2020

📅 January 2018 - Present

- Participating in 15 game jams (game development hackathons).
- Working in many different teams under pressure of time.

EDUCATION

Bachelor of Computer Science
Warsaw University of Technology, Faculty of Mathematics and Information Science

📅 October 2018 – February 2022

Houdini Fundamentals Course (60h)
Rebelway

📅 August 2021 – December 2021

STRENGTHS

- Game development
- Game engine programming
- Rendering programming
- 3D art
- Leadership
- Versatility
- Creativity
- Organization

SKILLS

Programming Languages

C# | Rust | C++ | Python | SQL | R

Tools

Unity | Unreal Engine | Photoshop | Blender | Houdini | Substance Painter | Git | Docker | Helix Core | Jira

Libraries

Vulkan | OpenGL | React | ASP.NET | WPF

Other

HTML | CSS | Linux | Agile | Scrum | LaTeX

PROJECTS

Pill Engine
Rust

Data-driven game engine written in Rust programming language.
- Designed full architecture from scratch.
- Designed and implemented fundamentals of ECS.
- Designed and implemented resource system.
- Designed and implemented rendering engine.

[project page]

Rapid PBR Material Creator
Python, Blender API

Addon for Blender that simplifies the creation of PBR materials to a single click. Top 20 most popular import-export addons on Blender Market, 5/5 rating.
- Designed and created whole product from start to end.
- Prepared video, screens, description and documentation.
- Maintaining and updating the product.
- Supporting customers.

[product page]

Parkly System backend
Java, Spring, Hibernate, SQL, REST

Fully functional system allowing for parking slot booking, an educational project.

[project page]

Mothman Rendering Engine
C++, OpenGL

Modern OpenGL rendering engine coded for learning purposes.

[project page]

Ad Astra
C#, Unity

Android video game, created and published on Google Play Store.

[project page]

PolyEngine
C++, OpenGL, Vulkan, CMake

Custom game engine made for learning purposes by team of open source enthusiasts.
- Consulting new ideas and development directions.
- Preparing new rendering engine in Vulkan.

[project page]

ACHIEVEMENTS

Warsaw Film School Game Jam VI   2019
Honorable Mention

[more info]

Unity 3D Inside the Vault: 3D Environment Art Contest   2019
3rd place

[more info]

CG Boost Space Carrier Challenge   2020
1st place

[more info]

PUBLICATIONS

- M. Lemiec, K. Malinowski, M. Szymoński, M. Ganzha and M. Paprzycki. *Agent-based modelling of car platooning for traffic optimization.* 2021 4th International Symposium on Agents, Multi-Agent Systems and Robotics (ISAMSR), pp. 130-137, doi: 10.1109/ISAMSR53229.2021.9567855.
  [more info]

EXTRA-CURRICULARS

- Over 30 3D art projects (prop and environment art)
  [portfolio]