LODZ UNIVERSITY OF TECHNOLOGY

Filip Rynkiewicz

Education

Lodz University of Technology

Faculty of Technical Physics, Information Technology and

Applied Mathematics

- First-cycle studies:
  - Full-time,
  - Specialization: Computer Simulation and Games Technology
  - The final grade: good
- Second-cycle studies:
  - Full-time,
  - Specialization: Interactive Systems and Games Technology
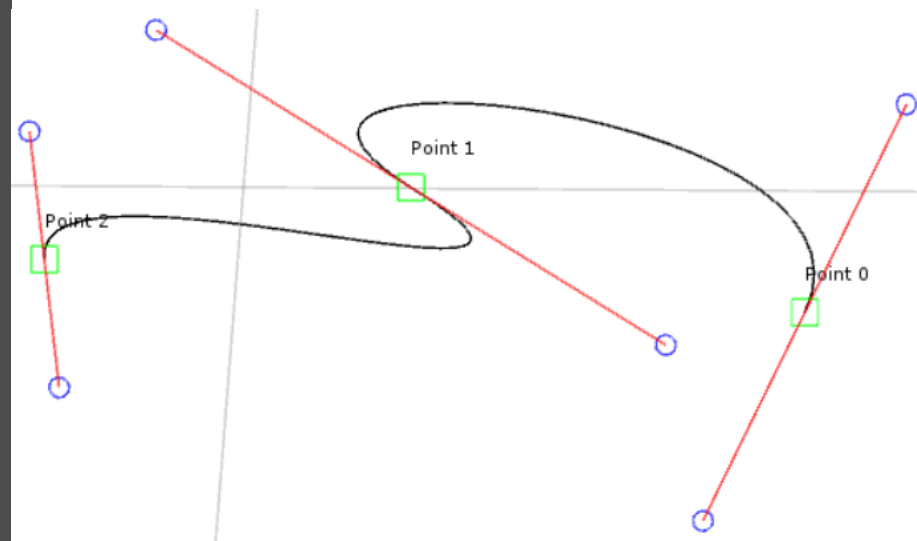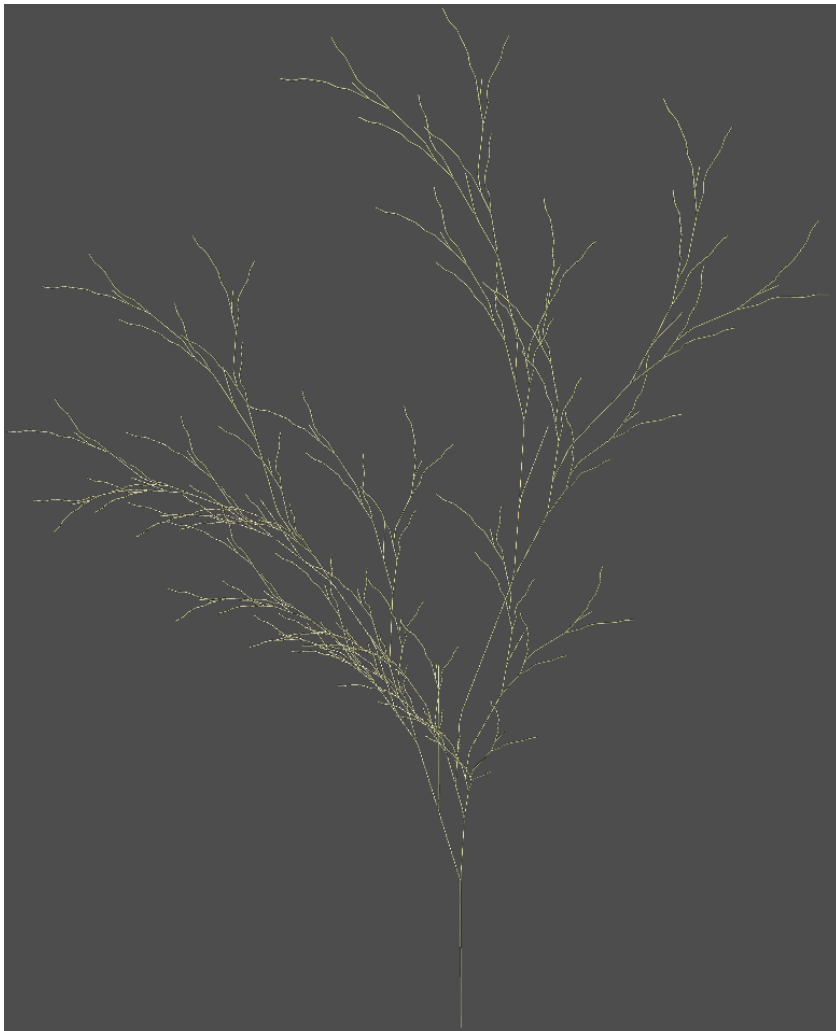 - The final grade: very good

Bachelor's thesis

"CPU and GPU approach to path finding algorithm"
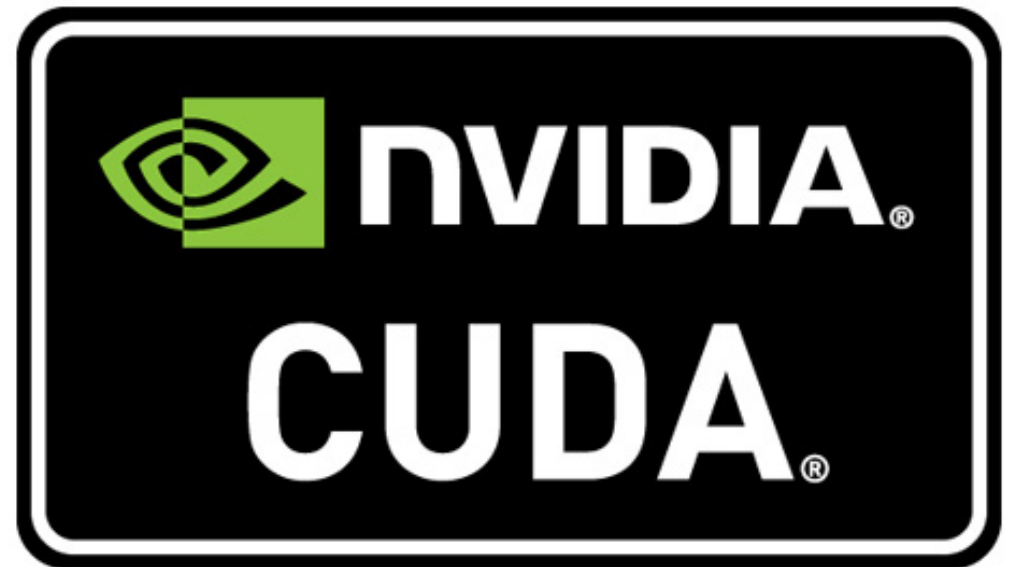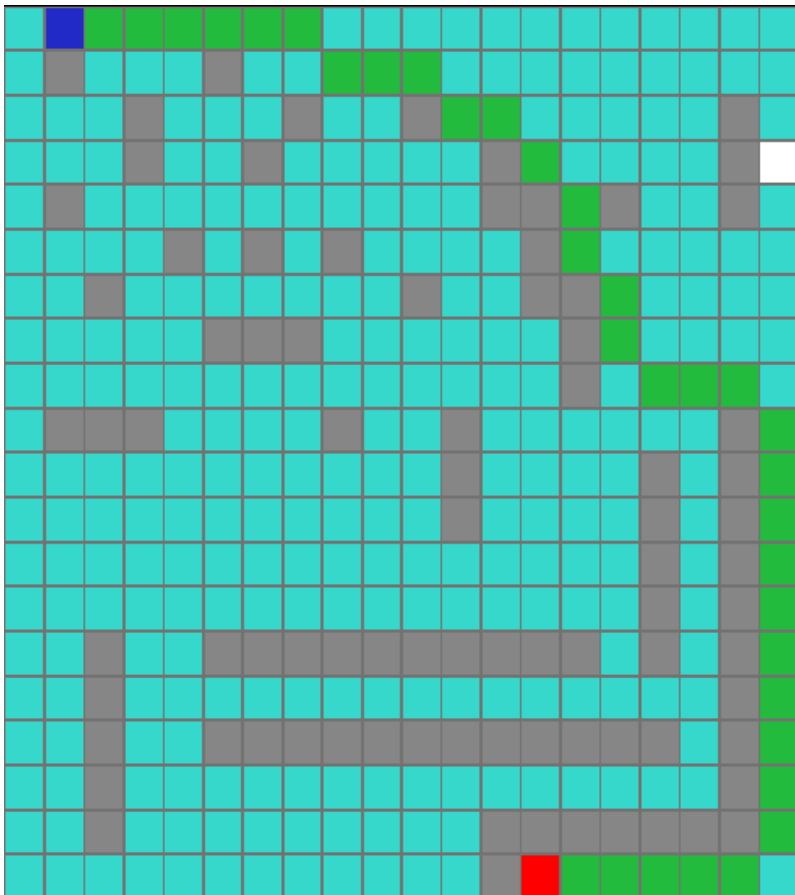
Master's thesis

"Implementation and usage of Lindenmayer System in creation of artificial plants"

Publications

- F. Rynkiewicz. "*Procedural generation of plants*" 2016

Achievements

- Award for "*Originality of created world and solutions*" at ZTGK 2014.

Imagine Cup. Business Acceleration Days. Games

Work experiance

Wasteland Interactive

EfektpolVR

AR\VR Programmer

Junior programmer

Further scientific work

- Doctoral thesis:

    - VR and AR algorithms,

    - Procedural generation,

    - GPU Concurrency,

    - Optimization,

    - Low level programming languages.