



LODZ UNIVERSITY OF TECHNOLOGY

Filip Rynkiewicz

Education

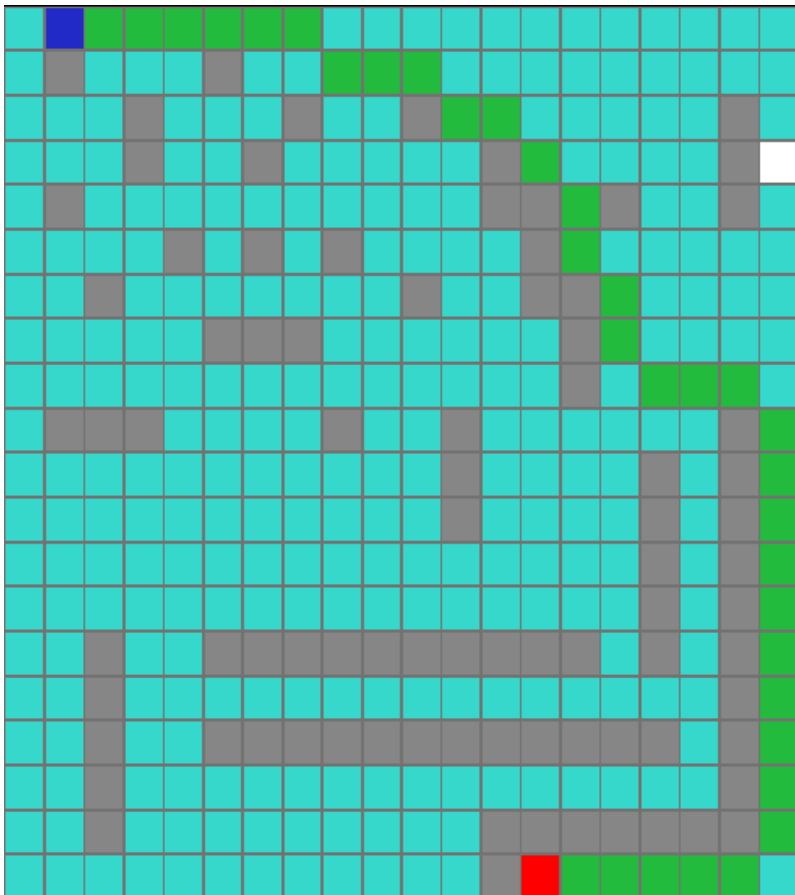
Lodz University of Technology

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

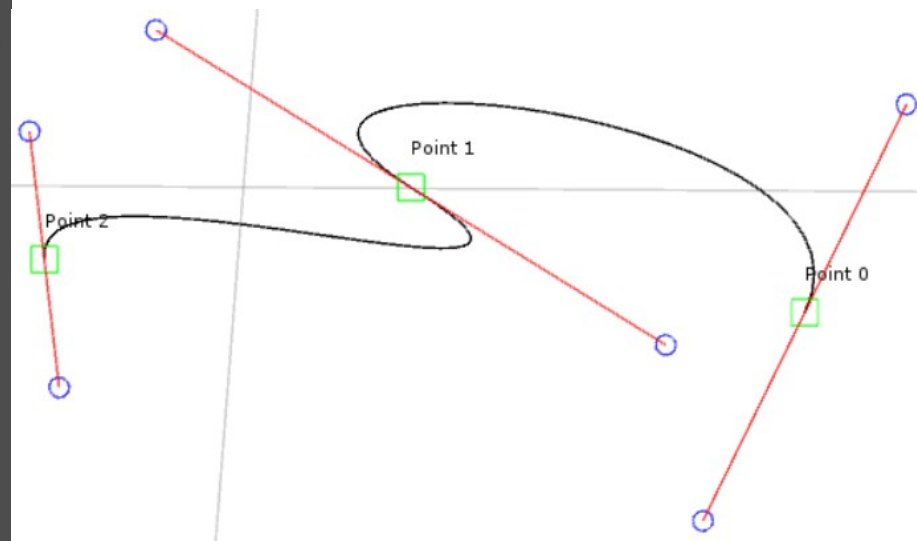
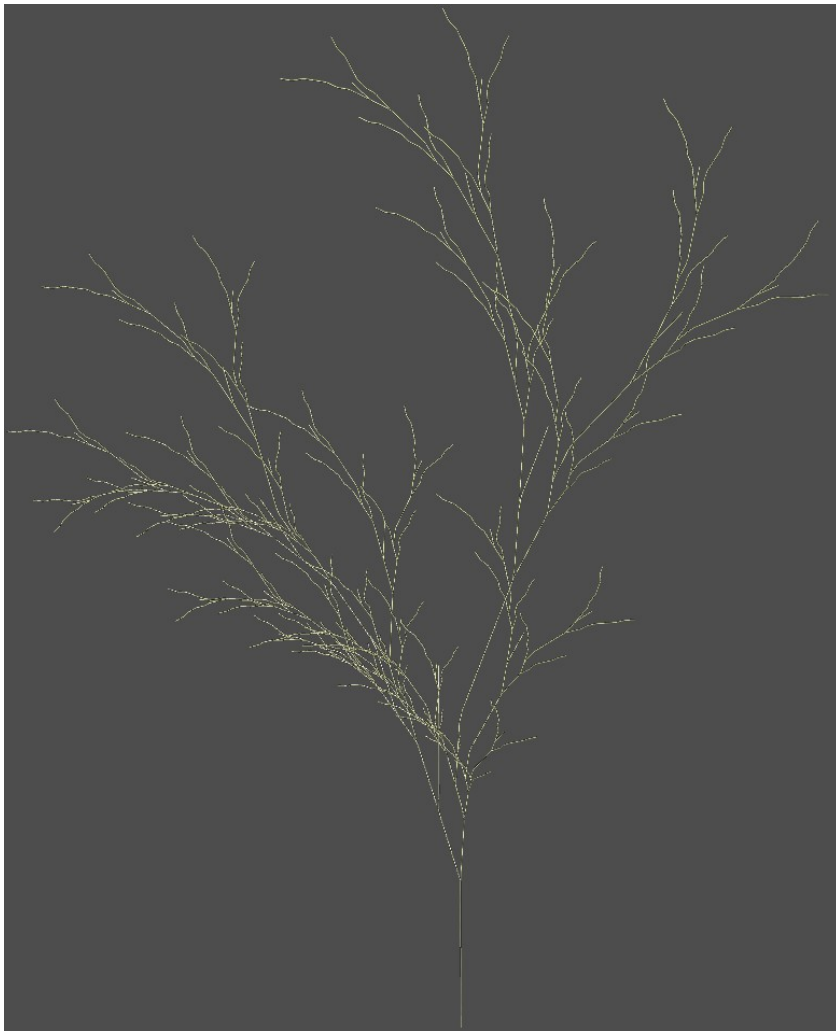
Bachelor's thesis

"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

Work experience

Wasteland Interactive



EfektpolVR

AR\VR Programmer





ERICSSON

Junior programmer

Achievements

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



Imagine Cup. Business Acceleration Days. Games



Further scientific work

- Doctoral thesis:
 - VR and AR algorithms,
 - Procedural generation,
 - GPU Concurrency,
 - Optimization,
 - Low level programming languages.