MICHAŁ ŚMIAŁKO

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iOS Developer at Base

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EXPERIENCE

FREELANCE GAME DEVELOPER — 2009 - 2012

I was developing games after school. Two titles I have finished are: „Karate Panda" - platform PC game for kids and „Farm 2" - farm simulator for iOS devices. Both games were published by PlayWay publisher. I was also working on two others titles: „Burglars Night" - Tower Defense Game ordered by PlayWay and unnamed project for Codeminion. In all these projects, I was responsible for developing concepts, gameplay, finding team, programming and team management.

IOS DEVELOPER, BASE — 2012 - *

In August 2012 I have started internship at Base and I continue to work there part-time during studies. Base builds Customer Relationship Management (CRM) services. It believes in a Post-PC era and focus particularly on mobile apps for iOS, Android and Windows Phone.

COCOA HEADS CO-ORGANIZER — 2012 - *

Together with few Base workers. we have started to organize Cocoa Heads meetings in Krakow every month. We have sucessfully organized four meetings and meet with enormous interest of Cocoa community. I am responsible for guiding meetings, preparing the place and once for two months I prepare a presentation.

EDUCATION

AGH University of Science and Technology 2012 - 2017

ADDITIONAL EDUCATION

World Wide Developers Conference   2012

Dev Day 2012, Krakow

Global Game Jam 2012

NSConference 2013

SKILLS

* Very confident in writing code in Objective-C and C++

* Properly use software design patterns.

* Familiar with Revision Control System - Git.

* Experience in designing games and team managing.

* Experience in working with professional User Interface designers and Quality assurance team.