Rafał Sadowski

Programmmer

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Seeking a position as an 3D real-time graphics programmer, games developer, software engineer or related.

SKILLS

Programming (**C#/C++**) - implementing algorithms, games development, debugging and fixing problems.

Graphics programming (OpenGL, GLSL) - basics knowledge, familiarity with rendering pipeline, simple lighting and shadowing algorithms and effects.

Software: Unity3D - games development. **Microsoft Visual Studio** - good knowledge.

EXPERIENCE

Unity3D/C# developer: Aidem-media (04.2015-now) working on iOS games.

PROJECTS

Key Projects:

RaSa 3D - Academic and personal project, aiming at creating 3D real-time rendering engine. The goal is to present the ability of fracture simulation, by dividing mesh into pices, in real-time. (OpenGL, C++; in progress).

https://github.com/QuiX23/RasaEngine

Platformoid - multiplayer game, a combination of a classic arkanoid and pong (C++,SFML and socket API).

Hybrid Car Parking - Parking game simulator for iOS devices. Developing a fuel consumption sub-system, managing assets, upgrading gameplay, optimizing game. (Unit3D/C#)

https://itunes.apple.com/us/app/concept-hybrid-car-parking/id1034276653?mt=8

Multilevel 2 - *Parking game simulator for iOS devices. Managing assets, upgrading gameplay, optimizing game. (Unit3D/C#)*

More on http://quix23.github.io/

EDUCATION

2012 – now. (8 semester of study) IT at the ETI faculty of Gdańsk University of Technology.

Bachelor of Engineering (graduated), **Master of Engineering** (in progress).

Engineering Thesis - System to support implosive phobias treating with use of virtual reality CAVE, using Unity3D.