

# Rafał Sadowski

Programmer

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*Seeking position as an OOP language software developer.*

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## SKILLS

**Programming:** (C#/C++) implementing algorithms, games development, debugging and fixing problems. Basic knowledge of **OpenGL** and **rendering pipeline**.

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

**Systems-** Basic knowledge of **Windows Linux and OSX** operating systems.

**Other-** academic knowledge of **JS** and **front-end** technologies

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## EXPERIENCE

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

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## 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 OSx devices. Developing a fuel consumption sub-system, managing assets, upgrading gameplay, optimizing game. (**Unit3D/C#**)

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

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

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## 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.