

Bartłomiej Sieczka



Programmer / Game Designer

Contact

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Languages: Polish (native), English (Advanced)

Education

Technical University of Łódź
Faculty of Technical Physics, Information Technology and Applied Mathematics
Specialization: Computer Games and Simulation

I Liceum Ogólnokształcące w Skarżysku-Kamiennej
Class profile: Math-Physics

Work Experience

Wastelands Interactive

C++/C# Programmer

Sep.2011 – current

- Time of Fury – Project finalization for retail release
- Strategic War in Europe – Gameplay, Steamworks integration.
- Fall Weiss – Gameplay, Steamworks integration.
- Worlds of Magic – Launcher, Sound and animation, Steam multi-platform deployment pipeline.
- Underlords – Short VR demo for PGA 2015
- Unity plugin allowing to get EMG data from Myo Armband connected to Android device.
- Several gameplay prototypes created in Unity
- Internship supervision for programmers

Aviary.pl

Quality Assurance

Jan.2013 - Jul.2014

- Created and serviced Selenium scripts for Polish localization of BugZilla product.

Bitwy Komiksowe

Web Development, Server Management

Sep.2005 – Sep.2015

- Created CMS-based webpage in PHP+MySQL and based on Zend Framework.
- Serviced LAMP server on Debian machine.

Game jam events

Member of Organization Team

2014 – 2016

- Komiks Festiwal Game Jam – *Oct.2014*
- Łódzki Game Jam 2 – *Jan.2015*
- Komiks Game Jam 2 – *Oct.2015*
- Łódzki Game Jam 3 – *Jan.2016*

Awards

Nordic Game Jam 2014

For game: In Space No One Can Hear You Cry

- 3rd place for Audience Award
- The Eye Tribe Honorable Mention
- Best Unexpected Surprise

Slavic Game Jam 2015

For game: Hot Pot Rampage

- Best Game Overall
- Best Unity game
- Best Universal Windows Platform game

Technical Profile

Programing Language

Integrated development environment

Game engines, toolsets and frameworks

Version control

Virtual Reality/Motion Control peripherals

Operating Systems

C# - expert; **C++** - advanced; **PHP**, **Perl**, **Java** - basic

Microsoft Visual Studio – expert; **MonoDevelop** – advanced;

Android Studio - basic

Unity – expert; **.NET Framework**, **Steamworks** – advanced; **DirectX**, **XNA**, **SFML**, **Qt** - basic

Apache Subversion – expert; **Git** – advanced; **Mercurial** - basic

Oculus Rift DK2, **Myo Armband** – advanced; **Samsung Gear VR**, **EyeTribe tracker** – basic

Windows – expert; **Linux**, **OS** - advanced

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