

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

C# - high level; C++ - advanced; PHP, Perl, Java - basic

Integrated development environment

Microsoft Visual Studio – high level; MonoDevelop – advanced; Android Studio - basic

Game engines, toolsets and frameworks

Unity – high level; .NET Framework, Steamworks – advanced; DirectX, XNA, SFML, Qt - basic

Version control

Apache Subversion – high level; Git – advanced; Mercurial - basic

Virtual Reality/Motion Control peripherals

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

Operating Systems

Windows – high level; Linux, OS - advanced

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