

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

Qubic Games C++ Programmer <i>Jul.2016 - Jan.2017</i>	<ul style="list-style-type: none">- Robonauts – gameplay, sound systems and user interface
Wastelands Interactive C++/C# Programmer <i>Sep.2011 – Jun.2016</i>	<ul style="list-style-type: none">- 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 <i>Jan.2013 - Jul.2014</i>	<ul style="list-style-type: none">- Created and serviced Selenium scripts for Polish localization of BugZilla product.
Bitwy Komiksowe Web Development, Server Management <i>Sep.2005 – Sep.2015</i>	<ul style="list-style-type: none">- 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 <i>2014 – 2017</i>	<ul style="list-style-type: none">- Łódzki Game Jam – every January between 2015-2017.- Komiks Game Jam – every October between 2014-2016.

Awards

Nordic Game Jam 2014 For game: In Space No One Can Hear You Cry	<ul style="list-style-type: none">- 3rd place for Audience Award- The Eye Tribe Honorable Mention- Best Unexpected Surprise
Slavic Game Jam 2015 For game: Hot Pot Rampage	<ul style="list-style-type: none">- 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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