



Cyprian Gburek

Young Video Games Creator, PJAiT student

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💬 SirCypkowskyy#7146 🌐 github.com/SirCypkowskyy 📅 06/03/2002

📄 PROFILE

I love video games. They have always been and (probably throughout the next few years) will be my passion. I am ready for new challenges and the need to constantly acquire new skills, especially in the course of my work. I would love to join an interesting team.

📁 MOST NOTABLE PROJECTS

Chao Perpetuum ☑

Brackeys Game Jam 2021.2 Submission
08/2021

Son of a Gun ☑

GMTK 2021 Game Jam Submission
06/2021

Dead Ringer ☑

A game created as part of a term project at the Warsaw Video Games Creation High School
09/2020 - 02/2021

Keep It Live ☑

Game created as a part of game-jam (Ludum Dare 48)
04/2020

🗣️ LANGUAGES

Polish (Native Language)

English (B2+ (uncertified))

🎓 EDUCATION

Software Engineer

Polish-Japanese Adcademy of Information Technology ☑
10/2021 - present

Graduate

Warsaw Video Games Creation High School ☑
09/2018 - 05/2021

🧠 SKILLS

Unity

C#

Python (PyCharm)

GitHub

HTML5 & CSS3

Audio Processing and Editing (Software: Reaper)

QGIS

Java (IntelliJ Idea)

📖 COURSES

Unity C# Scripting : Complete C# For Unity Game Development ☑

Udemy, Charger Games
02/2019 - 05/2019