



Cyprian Gburek

CS student at the PJAiT

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📅 06/03/2002

📄 PROFILE

I am a passionate and goal-oriented computer science student at PJAiT (second year) with 3+ years of non-commercial experience in programming and developing video games (mostly).

📁 MOST NOTABLE PROJECTS

Gaming Lobbies Bot ✍

Discord bot written in Java, made to facilitate the process of creating temporary gaming lobbies on Discord servers
07/2022 – 11/2022

Pepper.pl Unofficial API Service ✍

Simple API service & scraper for pepper.pl website.
09/2022

Fear the Repo ✍

Game created as a part of game-jam (Ludum Dare 50)
04/2022

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

🎓 EDUCATION

Engineering degree in Computer Science

Polish-Japanese Academy of Information Technology ✍

10/2021 – present | Warsaw, Poland

Graduate

Warsaw Video Games Creation High School ✍

09/2018 – 05/2021 | Warsaw, Poland

🧠 TECH STACK

Java

C#

.Net (EF Core, MVC, Web API)

Unity

Python

C++ (20)

Git

Oracle SQL + PL/SQL

MS SQL + T-SQL

Networking (Java, C#)

Web Scrapping (Python, Java, C#)

Software Development (Java, Python, C#)

JavaScript + TypeScript

🌐 LANGUAGES

Polish (Native Language)

English (B2+)