

# **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**

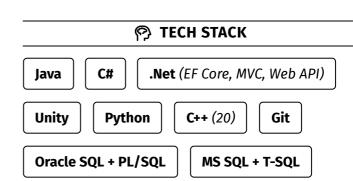
## **Engineering degree in Computer Science**

Polish-Japanese Academy of Information Technology  $\ensuremath{\square}$ 

# 10/2021 - present | Warsaw, Poland

#### **Graduate**

Warsaw Video Games Creation High School ≥ 09/2018 – 05/2021 | Warsaw, Poland



**Networking** (Java, C#)

Web Scrapping (Python, Java, C#)

**Software Development** (Java, Python, C#)

JavaScript + TypeScript

### LANGUAGES

**Polish** (Native Language)

English (B2+)