



Cyprian Gburek

CS student at the PJAiT

📍 Warsaw, Poland ✉ dcprian.a.gburek@gmail.com ☎ +48 602 235 607 in LinkedIn Profile
🔄 github.com/SirCypkowskyy 📅 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

(pending) 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 | Poland

🧠 TECH STACK

Unity

C# (Gamedev, Asp.net)

C++ (20)

Java (Swing, JavaFX, Networking)

GitHub

Python (Selenium, FastAPI, Flask, Tkinter, PyGame)

JavaScript, HTML5 & CSS3 ([ITNF] Tailwindcss & React)

🌐 LANGUAGES

Polish (Native Language)

English (B2+ (uncertified))