Ahmed Chazbijewicz

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About

Junior software developer with work experience in backend .NET development within a dynamic and large IT team. Aspiring to transition into Game Development to align with a deep passion. Interested in AI and VR for video games. Proficient in team collaboration, writing high-quality code with good practices and creative problem solving. Excited to learn and explore new challenges ahead.

Work Experience

Junior .NET Developer   **OPONEO.PL**   **October 2023 – Present**
- Collaborated seamlessly with UI/UX, SEO, and marketing departments to design new features aligned with business objectives. Executed implementation jointly with frontend teams.
- Reduced daily error count by **90%** through bug identification and effective fixes, demonstrating proficiency in adapting to and maintaining a legacy code base.
- Technologies used: ASP.NET Core MVC, WebForms, SQL Server, Redis, Jenkins, IIS, Nginx.

SAP MM Consultant Internship   **NEVEON Holding GmbH**   **Summer 2021**
- Assisted senior SAP Consultant in implementing new system features. Gained practical SAP MM experience through collaboration within multiple teams.

Projects

Mobile Game - "Warp Jam" (Google Play)
- Developed a competitive 3D mobile arcade game for Android using **Unity3D**, **C#** and **Google Play Games Services API**. Combined design and programming efforts, resulting in an intuitive interface and game mechanics, with features like **procedural planet generation**.

Neural Network Car Simulation (Google Play)
- Created a Unity 2D simulation showcasing a **neural network** learning process using a genetic algorithm. Allows training of a Neural Network or manually navigating a car around on track.

3D Space Asteroid Shooter (itch.io)
- Crafted an immersive 3D space shooter utilizing **Universal Render Pipeline**, Visual Graph for enhanced visuals, a space skybox, and 3D UI elements.

Bomberman Replica (Google Play)
- Bomberman replica for mobile devices, created in Unity featuring abilities, random map generation, animations and AI enemies using **NavMesh**.

Top Down Racing Game (itch.io)
- Designed a 2D top-down racing game with animated sprites, continuous background music, and a tilemap-based map.

Education

Bydgoszcz, Poland   **Politechnika Bydgoska**   **October 2019 – February 2023**
- B.E. in Applied Computer Science. GPA: 4,5/5
- Extracurricular activities: Member of an UAV Club - Design of autonomous long range UAVs.

Skills and Technologies

- C# | .NET | C++ | Entity Framework | SQL | TypeScript | React | C
- CoreMVC | SQL Server | PostgreSQL | WebForms | Next.js | Redis | Nginx | Jenkins | Git
- Unity3D | Visual Studio | GitLab | Game Dev | Backend | Full-Stack
- English (CAE C1 Certificate) | Polish (Native)