Education

Newcastle University

- Investigated the implementations of netwoking in games
- > Implemented an API written in C++ for Client-Hosted and Peer-to-Peer netwoking.

- Graphics > Wrote custom OpenGL shaders in GLSL.
 - > Experiance with matrix manipulation for rendering and animating scenes.

- Concurrency > Investigated principles of multithreaded programming best practices.
 - Learned about optimising pipelines and how the GPU works.

Team Project >

- Coordinated a small team as the lead programmer in an Android app developement project.
- Distributed tasks and deadlines for my team and organised help sessions.

Dissertation TBD Security TBD Games Prog. 82% Simulations TBD Graphics Prog. 80% Games Dev TBD Concurrency 89% Cryptography 85%

Stage 3 Average of **TBD**

Stage 2 Average of 78%

Stage 1 Average of **73**%

St. Ambrose College

Programming >

- In own time made simple games in scartch.
- Made VB.Net terminal apps such as a 'paint'-like program, that were used as examples for younger students.
- Self-Taught Java to make an ambitious game project. Achieved the grade of A* in this project.

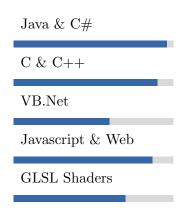
Tuition > Volounteered to tutor younger struggling students in both Maths and Programming.

> > Experiance with matrix manipulation for rendering and animating scenes.

Grades of A - C A Level Computing A* - A Further Maths A - C

GCSE Grades of A - C

Attributes and Skills



- Use custom rice for my **Emacs** and **Linux** configurations.
- Femiliar with LaTeX.
- Can fluently communicate in **English**, **Polish** and currently learning Japanese.
- Enjoy Skiing, Snowboarding and Skydiving whenever possible.



Work Experiance

PCMS

- Wrote code primerily in **Java** including a **TDD** and **BDD** workflow with various JUnit frameworks.
- Worked on the development of new features for web service APIs. Deployed QA WAS and Oracle Database servers.
- >_ Extensive use of Mercurial version control in a professional environment. Developed scripts automating many processes previously done manually. Femiliar with continuous integration systems.
- As a team, **came 1st** in the Warwick University Hackathon **representing the company**. Also represented the company in other events such as University Careers Fairs.

- ♣ Placement Software Developer
- **H** July 17 July 18
- Coventry, UK
- ? Worked on various projects from John Lewis and Marston's till software to RESTful external services. Implemented new features and fixed bugs reported through Jira.

IamVIP

- Work by myself in a large variety of different night clubs every weekend, **constantly adapting to new environments**.
- Interacted with 50+ people every hour whilst applying marketing techniques to sell as many keyrings as possible and developing interpersonal skills.
- Worked in very busy conditions while managing the money that I made from each customer.
- Nightclub Photography
 Feb 16 May 16
- Newcastle-Upon-Tyne, UK
- **?** Promoted and marketed myself as a photographer in busy nightclubs taking professional pictures and selling keyrings.

EventPad

- Worked in a small team of 8, under **high pressure** conditions
- Used innovative strategies to find contact information for employers with certain roles within companies that fit a given criteria.
- Implemented and exercised, practical, problem solving skills in order to consistently surpass the daily lead goal.
- Worked on a daily 8:00 to 16:00 routine and **planned** out how to achieve the daily lead goal each day.

- Research Intern
 June 15 July 15
- Altringham, UK
- **?** Tasked with finding leads for an Event company allowing them to target the most optimal people with marketing their services.

Other places of employment

Shop Assistant in CEX in Manchester: Showing customers how electronic products work and testing incoming devices.

Low Voltage Appliance installation in Poland: Assisted in the installation of appliances such as alarm systems and sattelite dishes for private homes and businesses.

References

References available upon request. Please contact me via e-mail or phone