

Szymon Konieczny

Software Developer



ABOUT ME

Recently graduated Computer Science student with a passion for games, some commercial experience in programming, game dev passion projects, as well as experience with a couple of Game Jams. I'm looking forward to finally joining the gaming industry.

EDUCATION

Silesian university of technology

Computer Science

Obtained an engineering degree in Informatics (Computer Science), graduated in 2024.

EXPERIENCE

Nokia Solutions

2022-2023

Embedded C++ software developer

- Worked in C++ on features and bug fixes
- Wrote automatic tests
- Worked with Git

Skills & Technologies:

- **C++**
- **C#**
- **OpenGL**
- **Unity 3D**
- **Git**
- **Java**
- **Test automation**
- **Advanced English**
- **Team player**

Interests:

- **Games (especially Competitive and survival)**
- **Animated series**
- **Psychology**
- **Drawing**

PROJECTS

C++ & OpenGL API

Voxel Game (minecraft clone)

- [Github Repo](#)
- [Youtube Link](#)

C# & Unity 3D

Kapsulki (multiplayer FPS)

- [Github Repo](#)
- [Youtube Link](#)

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I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).