



MAKSYMILIAN POLARCZYK

PERSONAL INFO

Phone
+48-665-217-296

E-mail
max@polarczyk.pl

Date of birth
28-07-1998

WWW
github.com/T3sT3ro

LANGUAGES

Polish
English
I remember learning Deutch once...

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).

Experience As I'm not looking for employment rn, this cv is in a... *questionable* state

I'm trying to participate in open-source projects tho...

2019-2020 **Mobile Game Developer in Ten Square Games S.A.**
A year of experience using C#, Java, Unity Engine, Jenkins and Git in production environment to deliver mobile game for Android, iOS and Facebook

- Working in a big team with full developers, graphics, designers, testers and sysadmins
- Developing new and extending existing functionality in mobile game Fishing Clash
- Refactoring legacy codebase and upgrading existing systems

2017-now **Studying, studying, studying...**
Authored several projects while studying at university, gained some experience.

Education and Qualifications

2017 - Present **University of Wrocław / Computer Science**
Learned basic AVR programming, basic networking; Read Tanenbaum's operating systems, distributed systems and System Architectures; Learned basic functional programming; Logic, maths, algebra, data structures, numerical analysis etc; Computer graphics with basic OpenGL.

2014 - 2017 **High School XIV in Wrocław / Mathematics, Physics and IT profile**
Basically 3 years of competitive programming...

Skills and Technologies

- Java, C#, Kotlin, Junit
- C, C++, Lua
- Git
- Experience with Protobufs
- Basic knowledge of JavaScript, Node.js, Python
- Basic experience with Gradle, Maven, CMake, Jenkins
- Basic knowledge of PostgreSQL
- Experience with Unity Engine
- Background in data structures and algorithms (3 years of competitive programming in high school)
- Experience in using UNIX-like systems
- Knowledge of computer graphics and OpenGL
- Basic experience with programming AVR microcontrollers

Interests and Hobbies

- Computer graphics
- Maths and physics
- Concepting and analysing games
- Computer games (FPS, MMORPG, logic)
- Japan culture and popculture
- Amateur biking