



MAKSYMILIAN POLARCZYK

PERSONAL INFO

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Date of birth
28-07-1998

WWW
github.com/T3sT3ro

LANGUAGES

Polish
English

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

- 2020 **Employee in family kayaking business during COVID summer**
- Handling tourists and doing manual labor - including driving a minibus with a trailer
- 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 **C/C++/Java/Lua/OpenGL developer in team University project**
- Author of numerous projects - most of which can be found on my GitHub account

Education and Qualifications

- 2017 - Present **University of Wrocław / Computer Science**
- 2014 - 2017 **High School XIV in Wrocław / Mathematics, Physics and IT profile**

Skills and Technologies

- Proficiency in Java, C#, Kotlin
- C, C++
- Git
- Lua
- Experience with Protocol Buffers
- Basic knowledge of JavaScript, HTML and CSS
- Knowledge of build tools and systems:
Gradle, Maven, CMake and Jenkins
- Basic knowledge of PostgreSQL
- Experience in programming games in Unity Engine
- Experience in using JetBrains products
- Background in data structures and algorithms
- Experience in UNIX based systems

Interests and Hobbies

- Computer games (FPS, MMORPG, logic)
- Computer graphics
- Japan culture and popculture
- Bonding with nature