

# Tymoteusz Suszczyński

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Date of Birth 30/03/2000

Learn more about me! [tipex360.github.io/portfolio/](https://tipex360.github.io/portfolio/)

## EDUCATION

### University of Bristol

Computer Science MEng | 2:1  
with Honours

### A Levels

Computer Science **A** •  
Mathematics **A** • Chemistry **A**

### GCSEs

11 GCSEs graded **A\* - A**

## TECHNICAL SKILLS

### Languages & Tools

C • C++ • Go • Java • C# • SQL  
• Python • pytorch • TypeScript  
• React • HTML/CSS • Linux •  
OpenGL • AWS • docker • Git •  
Jira • CI/CD

### Creative Skills

3D ArchViz / Rendering •  
Blender • Photoshop • After  
Effects

## SOFT SKILLS

### Languages

English (fluent)  
Polish (native)

### Social

Teamwork  
Motivation  
Initiative  
Communication  
Creativity

## INTERESTS

| Rock Climbing  
| Digital Art  
| The Great Outdoors  
| Guitar

## PROJECTS

### | Enhancing Realism of 3D images using Deep Learning

First-Class Thesis • Generative Adversarial Networks • Convolutional Neural Networks

C# • Python3 • pytorch • numpy • RenderDoc • selenium

### | 3D Raytracing Engine with Photon Mapped GI

Raytracing • Photon Mapping • Indirect Illumination • Phong Shading • Texture Mapping

C++ • SDL2

### | Superscalar, OoO, Pipelined Processor Simulator

Superscalar • Out of order • Branch prediction • Tomasulo's algorithm •  
Speculative execution • Pipelined • Non-blocking issue

C++

### | Multi-Tasking OS for Arm Cortex-A8 microcontroller

Low-level kernel development • IPC • GUI • Preemptive scheduler

C • ARMv7-A ISA Assembly

### | Lights On! (Project to showcase flagship technologies in games)

Winning team project • Real-time swarms • Computer generated puzzle levels  
• Robust multiplayer networking • Advanced shaders

C# • Git Actions • JavaScript • Game CI • Unity

### | Scalable Fault-Tolerant Stream Processing in the Cloud

Load Balancing • Clustering • Containerisation • Dynamitc Worker Allocation

Python3 • RabbitMQ • AWS Boto3 API • docker • HAProxy

## WORK EXPERIENCE

### | HashLeap, London (Contractor, Remote)

Software Engineer | Aug 2023 - Present

Next.js • TypeScript • Prisma • Tailwind

### | Flowbird Transport Intelligence, Poole

Software Engineer | Jun 2022 - Mar 2023

C# • SQL • C++ • Java • Python3 • Jira • Microservices • Embedded

### | University of Bristol

Graduate Teacher | Sep 2021 - Jun 2022

Teaching Assistant | Sep 2020 - Sep 2021

### | Silverline, Yeovil

Intern | Nov 2017

### | The Bunker, Torquay

Climbing Instructor | Aug 2016 - Apr 2017

## EVENTS & AWARDS

| Boeing x CSS Bristol Hackathon • **1st place** • Mar 2020

| CSS Bristol x UCL Gamejam • **Honourable mention** • Nov 2020

| Boeing x CSS Bristol Hackathon • Mar 2021

| BAE Cybersecurity CTF • Feb 2018

| Ten Tors 35 & 55-miles Expedition Gold • May 2015 & 2017