Jakub Wójcik

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Experience

Fundacja Twórczości, Edukacji i Animacji Młodzieży "Teatrikon" — Lublin, Poland
Intern — September 2024 – July 2025

- Participating in the national Cyberiada program focused on developing game creation skills for university students, aspiring game creators across Poland. Funded by the Ministry of Digital Affairs as part of the Talent Development Program 2019–2029.
- Completing project-management training focused on workflow structuring, task prioritization, risk management, and collaborative production processes. Throughout the experience
- Consulting with industry mentors to refine design decisions, improve production practices, and strengthen team coordination.
- Delivering a final game project that **placed 10 nationally out of 56 possible** and **achieved 3rd place** in the program's local ranking.

VULCAN sp. z o. o. — Wrocław, Poland
Sales Support Consultant — August 2021 – March 2022

- Managing daily client communication, resolving inquiries and supporting over **50 customers monthly**.
- Preparing, processing, and archiving contracts and invoices, improving documentation consistency.
- Coordinating with internal teams to support sales and administrative processes.
- Updating and maintaining internal databases.

Leadership & Activities

GameJamPlus – Designer / Developer — November, 2025
- Developed a **2-player couch co-op project** (Godot, 3D + pixel art) in 48 hours. Handled team coordination, feature design, coding and workflow management. **Playable on my itch.io.**

Global Game Jam – Designer / Developer — January, 2025
- Co-created a full game prototype in 48 hours, working in a small multidisciplinary team using Godot. Responsible for gameplay design, task coordination, and production pipeline setup. **Playable on my itch.io.**

Cyberculture Student Research Club (UMCS) — Lublin, Poland
Vice-President and Secretary — Academic Year 2024/2025 – Present

- Serving as Vice-President and Secretary for the student research club, supporting research and project activities in the area of cyberculture.
- Coordinating and managing project team efforts, including supervising a **10-person game dev team** during the Cyberiada program.
- Effectively managed tasks and workflow during game jams and other projects using tools such as **Jira**, **Trello**, and **GitHub Projects**.

Education

Maria Curie-Skłodowska University — Lublin, Poland

Bachelor's Degree (in progress)   2023 – 2026

- Achieved a top academic standing, **ranking 8th** overall among students in the entire program in the year 2023/24.
- Studying Digital Media Creation with a strong focus on game development, specializing in market-oriented game design, gameplay systems, and production workflows.
- Actively engaged in academic and extracurricular projects, including the Cyberculture Student Research Club, designing and developing multiple game prototypes and documentation.

Zespół Szkół Ekonomicznych im. Eugeniusza Kwiatkowskiego   Sandomierz, Poland
IT Technician (Vocational Qualification)   2017 – 2021

Completed a four-year technical program in **Information Technology**. Earned professional qualifications in:
- **EE.08.** Assembly and operation of computer systems, peripheral devices, and networks.
- **EE.09.** Programming, web development, and database operation.

Military service

Wojsko Obrony Terytorialnej (Territorial Defence Force)   Poland
Szeregowy (Private)   November 2019 – August 2021

- Served in the Polish Territorial Defence Force as a Private (Szeregowy).
- Assigned a specialist role as a Rescuer/Medic (Ratownik).

Skills & Interests

Game engines & programming: Godot Engine (GDScript, C#), Git/GitHub (daily usage).
2D Art: Aseprite (Pixel Art).
3D Modeling & Texturing: Blender (low-poly), Adobe Substance Painter 3D.
Project Management: Jira, Trello, GitHub Projects, Game Design Documentation (GDDs).
Language: Polish (Native), English (C1), German (A2).
Laboratory: Currently writing a Bachelor's thesis on the use of claymation in video games.
Interests: Deep interest in video games, in nearly every field. Research focus includes ludology and narratology, behind the scenes and industry documentation practices.