

EXPERIENCE

TKGAMES

Future game developers student research group running on Wrocław University of Science and Technology.

10/2018 – ...

MATRIX TECHNOLOGY

Assistant principal

- Writing scripts in Unity for creating games and upgrading existing ones:
 - upgrading existing state machine in order to facilitate adding process of new states.
 - programming control entry panel.
 - upgrading character animation with IK mechanisms.
- Creating technical drawings of buildings elevations for produced games. Creating executive drawings of components located on façade.
- On-going office duties.

02/2018 – 08/2018

WSK

Wytwórnia Sprzętu Komunikacyjnego „PZL – Kalisz” Spółka Akcyjna

- Apprenticeship served at Product Engineering Department.

07/2016 – 08/2016

PROJECTS

„Color Rain”

- MBA in Unity Engine, TKGAMES team
- creating 3D graphics, visual effects and simple scripts

„Tear-ible Paper”

- Tower Defence in Unity Engine developed on TK Game Jam

EDUCATION

COMPUTER SCIENCE, BEng., Wrocław University of Science and Technology, Faculty of Electronics

10/2016 – ...

MECHANICAL ENGINEERING, BEng., Wrocław University of Science and Technology, Faculty of Mechanical Engineering
specialization: **Manufacturing System and Technologies**

09/2013 – 02/2017

TECHNICAL SKILLS

LANGUAGES

C++ 5/10

C# 3/10
(Unity 3D)

FRAMEWORKS/TOOLS

Git (GitKraken) 6/10

Unity 3D 4/10

Visual Studio

PLATFORMS

Windows

Linux - basics

GRAPHICS

Blender 7/10

modelling, sculpt, normal maps, unwrap

Particles/VFX 4/10

Unity

SubstancePainter 3/10

FumeFX 2/10

FOREIGN LANGUAGES

English B2