



Szymon Majewski

Mail: majewskis@gmail.com

Phone: (+48) 663-946-762

Portfolio: <http://portfolio.semiseriousgames.com/>

Green Card holder

Employment (notable)

Swapp Games, (Jul 2013 - Present) / Lead Programmer and CTO / Unity 3D, C#, GLSL

- Created a high-quality game called Creature Racer (iOS, Android). I designed architecture and programmed most of the game modules including game core, resources flow, logic, shaders, gameplay, gui, monetization.
- Created many tools and plugins for Unity to improve production pipeline, such as tools for manipulating balance, character customization, defining gameplay rules, tools for artists (i.e. tool that allows to define objects and textures parametrically and then recreate them at runtime. It helps to keep build size low).
- Defined tasks and managed work of others programmers and artists.

Samsung R&D, (Feb 2012 - Jul 2013) / Programmer / C++, OpenGL ES, GLSL

- Created a low-level Graphics Framework for Tizen. Framework supports rendering 3D models, skeletal animation, advanced lighting, special effects based on shader language. Framework is widely used within the company in real-time graphics applications.
- Created a fast math library that supports vector-matrix transformations. Its main operations are on average 4 times faster than their counterparts in the popular open-source GLM math library.
- Created a starter-kit game presenting advanced features of Graphics Framework. Game teaches best practices of other developers creating applications based on the Graphics Framework.

Cyfrowy Polsat (Jul 2010 - Feb 2012) / Programmer / C++, Java, SQL, JavaScript

Company is known for application called Ipla, which is the most popular application for Internet TV in Poland.

- Expanded application adding the ability to download movies on demand on the local disk.
- Created a DRM system that supports encrypted video stream and licenses for media content. This authorial system allowed for targeting the application at old versions of Windows which lack native DRM support.
- Modified video playback module to support audio files secured with DRM. It allowed me and my team to create variation of Ipla with functionality and purpose similar to iTunes.

Education

Adam Mickiewicz University in Poznań: 2005 – 2010, Master of Science, Computer Science

Award from the dean for notable achievements.

Projects / Achievements (notable)

- Microsoft Imagine Cup 2011 (New York), 3rd place on world finals in Interoperability Challenge.
I created flood early warning system. Humidity and pressure sensors inform in real time about the status of dams. In an emergency, the system alerts the relevant organizations. It is also possible to simulate the flood, which provides valuable information about the effects of interruption of the shaft at the desired location.
- Microsoft Imagine Cup 2009 (Cairo), 4th place on world finals in Software Design.
Created system allowing for independent performance of CTG tests (standard tests consisting of monitoring the fetal heart rate in pregnancy) in home conditions. System is able to perform a preliminary analysis of the test results and, if necessary, send the results to a medical facility for analysis by a gynecologist.
- Created prototype of system improving the mobility of blind people. Using the spatial laser scanner, the application detects surrounding objects facing towards the user and sends information about their location to a specific band worn over the hip. On the band, the vibrating motors are set. The location and intensity of vibration indicates the direction and distance of obstacles.

Skills

- Languages and technologies: C++, C#, Unity 3D, Java, JavaScript, PHP, SQL, GLSL, OpenGL, XNA, MS Kinect
- Software: Visual Studio, Eclipse, 3D Studio Max, Adobe IL/PS, Tizen