



Bartłomiej Stanasiuk

📍 Wrocław, Poland

✉ bartlomiej.stanasiuk@gmail.com

☎ 665 645 077

🖱 bstanasiuk.github.io

An avid gamer and passionate game developer interested in mobile, gameplay, and tools programming. 2.5 years of programming experience in Unity Engine with 3 published games on Google Play.

Education

2018 – 2019	Wrocław University of Science and Technology MSc in Computer Science , Faculty of Computer Science and Management
2014 – 2018	Wrocław University of Science and Technology BSc in Computer Science , Faculty of Computer Science and Management

Professional Experience

Jul 2017 – Sep 2017	Capgemini , <i>Software Developer Intern</i> Developed a business application with client-server architecture using Java and related tools. Worked in the software maintenance team fixing errors, writing tests, enhancing and optimizing application features. Used technologies: Java, Tomcat, Spring, Maven, Oracle DB, JUnit, Hamcrest, Mockito, Jenkins, Jira.
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Personal Projects

Monster Slayer GO, *a multiplayer, location-based RPG game with F2P model*

Features turn-based combat with various monsters, generated world that is based on real map data, PvP battles, Google and Facebook sign-in, equipment and inventory system, in-app purchases, and much more.

Server stack: Java, Spring Boot, Heroku, JSON, PostgreSQL, Spring Data JPA, Maven

Client stack: C#, Unity3D, Unity SDKs (Mapbox, Firebase, Google, Facebook), Unity IAP, Unity Ads

Volcano Runner, *an endless runner game placed on a 3D hexagonal grid*

The player wakes up on a volcano that has just erupted. To survive he has to climb as high as possible, evade blowing geysers, and avoid falling into deadly lava. The game was made in Unity and was optimized for mobile devices. Levels are fully procedurally generated. Each volcano is unique but still balanced for the gameplay.

See portfolio at <https://bstanasiuk.github.io/> for more projects, videos, and details.

Languages

English (*Highly proficient in speaking and writing*), **Polish** (*Native*)

Technical Skills

C#, Java, Unity3D, Spring Boot, REST, SQL, RDBMS (PostgreSQL, Oracle), version control (Git, Github, SVN), JetBrains IDEs, Visual Studio, Eclipse, ability to write clean code, understanding of OOP and code architecture

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