Bartosz Żak

Personal Info

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in linkedin.com/in/bartoszZakk

github.com/bzzak/Portfolio

Skills

Programming

Algorithms

Game Design

Communication

Team Work

English B2/B2+
(confirmed by an exam)

Polish Native

Tech Stack

.NET

Microsoft SQL Server

Unity Engine

OpenGL

Git

Programming Languages

C#

C++

SQL

HTML, CSS

Also used Python, Java,
JavaScript,
Processing(Java and P5Js)

I am a third-year IT student, who is looking for first commercial experience in the IT industry. That is why I want to join some internship first to gain some extra experience beyond my studies. My specialization is game development, but I am open to other branches of IT like application frontend or backend development.

During my learning process, I have learned the basics and some advanced features of many programming languages and algorithms. I have got to know the most important programming paradigm Object Oriented Programming too. The most valuable programming time to me is a team project within the course of my first game based on Unity Engine. Currently, we are making a second game but this time based on our own game engine.

Personally I love hiking in the mountains and playing some music on piano, clarinet and now church pipe organ too. During my life I was a participant of a brass band and many choirs. I can say music is my second life.

Education

2020-10 – present	**Łódź University of Technology**
	Applied IT in Polish, 3rd year, 6th semester - The Faculty of Technical Physics, Computer Science and Applied Mathematics

Projects

2022-10 - 2023-02	**"Malleable H*ollow*" – a metroidvania type game made in Unity**

That was my first big team project done during the university game programming course. The team consisted of four programmers including me. I was responsible for designing last level, ability system and some text elements displayed on the screen.

[Link – GitHub build]

[Link – gdrive build]

2023-03 – present	**"In Parallel" – a point and click adventure based on a proprietary engine**

Now I am working with bigger team (four programmers including me and two graphics) to make a game using our own game engine. I have already learned a lot about OpenGL and shaders (I wrote some for bloom effect and shadows) but mainly I am responsible for UI elements and sound system. This game will be entered into the ZTGK competition in Łódź.

[Link – gdrive build]

[Link – itch.io]