Bartosz Żak

Personal Info

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in linkedin.com/in/bartoszZakk

github.com/bzzak/Portfolio

Skills

Programming

Algorithms

Game design

Work in group

English B2/B2+

Polish Native

Tech Stack

.NET

Microsoft SQL Server

Unity Engine

Unreal Engine

OpenGL

Git

Programming Languages

C#

C++

SQL

HTML, CSS

Python

Java

Java Script

Processing (Java, P5Js)

I am a second-year master degree IT student, who is looking for first commercial experience in the IT industry. I specialize in game development, however I would love to extend my experience to other IT areas like enterprise applications, both frontend and backend suits me. I am open to any professional experience. My bachelor thesis was about dynamic adjustment of the difficulty level of computer games, using machine learning. Currently, I am writing master thesis on drone localization based on sound using beamforming algorithms.

During my education, I have learned both basics and advanced features of various programming languages and algorithms. I specifically familiarized myself with OOP and various design patterns like singleton or strategy. The most valuable programming time to me was participating in game development projects during my studies.

Personally I love hiking in the mountains and playing some music on piano, clarinet and now church pipe organ too. I am a participant of my hometown brass band since I was at secondary school. I also sang in many choirs, so I can say music is my second life.

Education

2020-10 – 2024-02

Lodz University of Technology

Applied IT in Polish- The Faculty of Technical Physics, Computer Science and Applied Mathematics (**Bachelor Degree**)

2024-03 – present

Lodz University of Technology

Applied IT in Polish- The Faculty of Technical Physics, Computer Science and Applied Mathematics (**Master Degree - in progress**)

Projects

2022-10 – 2023-02

"Malleable H*ollow*" – a metroidvania type game made in Unity

This is 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 various text elements displayed on the screen.
[Link – GitHub build] , [Link – gdrive build]

2023-03 – 2023-06

"In Parallel" – a point and click adventure based on a proprietary engine

As of now it is my biggest project. I was working with s*ix-person team* (four programmers including me and two graphic designers) to make a game using our own game engine. I gained knowledge about OpenGL and shaders. I used this knowledge to, among others, write my own shaders for bloom effect and shadows. Nevertheless, my main focus was to implement UI elements and sound system. This game was entered into the ZTGK 2023 competition in Lodz.
[Link – gdrive build] , [Link – itch.io]