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

Unreal Engine

OpenGL

Git

Programming Languages

C#

C++

Python

SQL

HTML, CSS

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

I am a first-year IT master degree student. I have finished Applied IT bachelor's degree in February this year. 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 and a second game, which is based on our own game engine.

Education

2020-10 – 2024-02	**Łódź University of Technology**
	Applied IT in Polish - The Faculty of Technical Physics, Computer Science and Applied Mathematics. *Bachelor's Degree*
2024-03 – present	**Łódź University of Technology**
	IT in Polish - The Faculty of Electrical Engineering, Electronics, Computer Science and Automation. *Master's Degree*

Work

2023-10 – 2023-12	**Render Cube** – **Apprenticeship**
	Junior Programmer apprenticeship

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 – 2023-06	**In Parallel – a point and click adventure based on a proprietary engine**
	In this project I was working with three programmers and two graphics to make a game using our own game engine. I have learned a lot about OpenGL and shaders (I wrote some for bloom effect and shadows) but mainly I was responsible for UI elements and sound system. This game was entered into the ZTGK 2023 competition in Łódź. [Link – gdrive build] [Link – itch.io]

Wyrażam zgodę na przetwarzanie moich danych osobowych w celu prowadzenia rekrutacji na aplikowane przeze mnie stanowisko.

I hereby consent to my personal data being processed for the purpose of considering my application for the vacancy.