



Adrian Tarza

Designer, programmer, writer

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DATE OF BIRTH

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LINKS

www.adrian-tarza.pl

01 PROFILE

A freshly minted engineer, passionate about computer games, good stories and role-playing in all forms - games have accompanied me all my life and I would like to be associated with them permanently, but I also have other skills related to software development.

02 EMPLOYMENT HISTORY

Jan 2017 — Sep 2019
Tarnów

Operator of CNC Cutting Processes at Zakłady Mechaniczne Tarnów S.A.

03 INTERNSHIPS

May 2022 — Nov 2022
Wrocław/Remotely

Blueprint Developer at PvP House sp. z o.o.

As part of my internship, I worked on two projects. One of them was a prototype of an MMORPG game, and the other - an application for architectural visualization. Both projects were developed within the Unreal Engine editor.

Jul 2016 — Jan 2017
Tarnów

Operator of CNC Cutting Processes at Zakłady Mechaniczne Tarnów S.A.

04 EDUCATION

Oct 2019 — Mar 2023
Tarnów

University of Applied Sciences

IT engineer

Studies completed with a grade of 5.0 on the diploma.

Sep 2012 — May 2016
Tarnów

Complex of Mechanical and Electrical Schools

Electronics technician

05 SKILLS

General operation of the Unreal editor

● ● ● ● ●

Blueprints System of Unreal Engine

● ● ● ● ●

Behavior Trees of Unreal editor

● ● ● ● ●

Level Design in Unreal Engine

● ● ● ● ●

Implementation of widgets in the Unreal engine

● ● ● ● ●

Creating 3D models

● ● ● ● ●

Creating non-linear scenarios for games

● ● ● ● ●

Creating texts

● ● ● ● ●

Designing game mechanics

● ● ● ● ●

Android Studio

● ● ● ● ●

Creating applications and web pages

● ● ● ● ●

Java Development

● ● ● ● ●

C++ Development

● ● ● ● ●

Creating databases (PostgreSQL, MS Access)

● ● ● ● ●

06 COMPLETED ACADEMIC PROJECTS

May 2022 — Jan 2023

Implementation of artificial intelligence for an FPS game in the Unreal Engine environment

Practical engineering work

Oct 2022 — Jan 2023

Development of BPMN diagrams and forms for the quiz platform within the Camunda environment

Oct 2022 — Jan 2023

Development of a unit test package for a quiz platform

Author of tests for the front-end

Oct 2019 — Jun 2022

Epilogue - action game demo with role-playing elements powered by Unreal Engine 4

An amateur project admitted to the implementation of Game Development design classes

Oct 2021 — Jan 2022

Development of a police database and an application enabling access to it

Database creator

Feb 2021 — Jun 2021

A 2D game with a proprietary graphics engine

Programmer responsible for implementing game mechanics and hot-seat mode

Feb 2021 — Jun 2021

Checkers game for personal computers and Android devices

Creator of the engine framework and author of the procedural map generation algorithm

07 COURSES AND QUALIFICATIONS

Sep 2015

Driving License cat. B

Jun 2016

Authorization to operate a forklift

Feb 2015

CNC machine tool training course

08 LANGUAGES

Polish

English

German

09 HOBBIES

Computer games, LARPs, paper role-playing games, literature, writing, films and series, military, airsoft, psychology