

## Personal details

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DOB: 01/08/1993

### Languages spoken:

- English (moved to UK in 2010)
- Polish (Native)

## Areas of expertise

### Full-stack Web Development

HTML5, CSS, JavaScript, jQuery, PHP, MySQL,  
Laravel, Bootstrap, CodeIgniter, Node.js,  
Angular, Node, Grunt, Vue.js

### Software Engineering

Object-Oriented-Programming, C++, DirectX  
9 & 11, C#, LinQ, Entity Framework, ASP.NET

### Unreal Engine

Multiplayer Networking, C++, Blueprints,  
Materials, Particle Creation, Mechanics  
Implementation, Debugging

### Automated Deployment

PowerShell, Jenkins, Octopus Deploy, Azure

### Mobile Development

JAVA with focus on Android Platform, Python

### Version control

Git

### Microsoft Office

Word, Excel, PowerPoint

### Photoshop

Photo manipulation, basic design

### After Effects

Basic video editing & effects

# Damian Pokorski

## Software Engineer

### Personal Summary

An adaptable, enthusiastic and highly motivated individual with passion for programming. Quietly confident with strong attention to the detail and a 'can do' attitude.

Now looking for a suitable position to acquire even more of the valuable experience.

I am always keen on learning new things and expanding already wide skillset even further.

## Key skills and competencies

- Well presented
- Hard working & Motivated
- Flexible and able to handle stressful situations easily
- Bilingual (Fluent in Polish as well as in English)
- Interested in the industry and eager to expand skillset
- Able to pick up new technologies quickly due to varied experience

## Academic Qualifications

### Higher Education – Honours degree in Software Engineering and Game Development – First class Honours Degree

Awarded: British Computing Society Membership Sponsorship  
*Lancaster University – 2016 - 2017*

### Higher Education – Foundation degree in Software Engineering and Game Development - Distinction

Awarded: Student Ambassador and Most motivated  
*Lancaster University – 2014 – 2016*

### BTEC Level 3 Extended Diploma in IT – D\*D\*D

Awarded: Excellent achievement, Most motivated, Highest grades  
*Blackpool and the Fylde college – 2012 – 2014*

### Ascentis Level 1 Award in Internet Safety for IT Users (QCF)

*Blackpool and the Fylde college – 2011 – 2012*

### BTEC Level 2 Diploma in IT – D\*D\*D\*

*Blackpool and the Fylde college – 2011 – 2012*

### EDEXCEL Adult Literacy – Level 2

*Blackpool and the Fylde college – 2010 – 2011*

# Experience

## *Developer*

Moneta Communications Ltd.

May 2018 – Ongoing

I believe my employment at Moneta Communications Ltd. opened a lot of possibilities for me to develop and progress my career as it involved moving to the Greater Manchester area. Due to my previous experience, I have started improving their workflow right away with the DevOps experience I have previously earned.

<b>Skills developed</b>	Ability to adapt and quickly get used to already existing projects and being able to maintain and improve on those, working as a part of a team,
<b>Technologies utilised</b>	Front-end (HTML, CSS, JavaScript, jQuery), Back-end (PHP, MySQL, CodeIgniter), Node.js, Migrations, Apache, DevOps (CI/CD - Jenkins, Shell), Git
<b>Challenges faced</b>	Refactoring a lot of obsolete code, optimisation, relocation, short deadline and quick turnover

## *Software Engineer*

Voiteq

April 2017 – May 2018

Working with Voiteq has allowed me to learn a lot of skills, get a taste of a more corporate and official environment while constantly challenging myself. With an Agile-oriented development process focused on utilising test-driven development, I have been able to not only improve my skills greatly on a technical side but also learn a lot about the development of reliable and stable products.

<b>Skills developed</b>	Learning to maintain long term projects which have not been documented, ability to pick up new skills quickly, following procedures, DevOps, agile approach, test driven development.
<b>Technologies utilised</b>	ASP.NET / C#, PowerShell, EntityFramework, DevOps (Continuous Integration – Jenkins, Continuous Deployment – Octopus Deploy), Unit Testing, Java & Android SDK, Node.js, Python
<b>Challenges faced</b>	Strict deadlines, test driven development, working with contractors

## *Web development / Web design / IT Consulting*

Smartpoint AMS / myhealthuk.com

May 2016 – April 2017

I have been scouted by MyHealthUK as they were looking for a young local talent which would fulfil their very specific requirements. The experience I have gained has not only taught me about working in a team but also about being flexible and adaptable.

<b>Skills developed</b>	Quick thinking, ability to improvise, Object oriented programming, refactoring, working to a very specific set requirement, testing, management of live servers, authentication
<b>Technologies utilised</b>	Front-end (HTML, CSS, JavaScript, jQuery) Back-end (PHP, MySQL, Laravel), Migrations, Photoshop, After Effects, Version control - Git
<b>Challenges faced</b>	Working under pressure, ability to compromise,

After acquiring the funding required for the proper development, Gamecan decided to employ me as their lead programmer, as I was the most familiar with their concept and the mechanics that they were aiming for. Working with people at Gamecan allowed me to improve my understanding of team dynamics immensely.

<b>Skills developed</b>	Object oriented programming, event based programming, network programming, Agile approach & establishing requirements, game physics
<b>Technologies utilised</b>	Unreal Engine 4 (with focus on C++), Version control - Git
<b>Challenges faced</b>	Remote working, tough deadlines, overseeing other developer work

My role during this opportunity was to implement game mechanics with accordance to the game design document, due to Gamecan being an indie company my responsibilities were a lot bigger than the ones of an average intern. Overstep (the title which I was working on) is designed and promoted as a competitive multiplayer first-person shooter in which player takes a role of a scavenger robot sent to a remote planet to wrestle the control away from the enemy and secure valuable resources.

<b>Skills developed</b>	Object oriented programming, event based implementations, network programming, game physics
<b>Technologies utilised</b>	Unreal Engine 4 (with focus on blueprints), Version control - Git
<b>Challenges faced</b>	Remote working, meeting tough deadlines, team building

My role during that time was to create the content management system from scratch to fulfil my clients' needs. As a sole developer I had to work on both front-end as well as the back-end, which was where I have developed my skills as a full stack developer. While this experience did not last a long period of time, I have learned a lot about managing customer expectations, and working as a freelance.

<b>Skills developed</b>	Image design, live product maintenance, customer support, responsive design, database administration
<b>Technologies utilised</b>	Front-end (HTML, CSS, JavaScript, jQuery) Back-end (PHP, MySQL, CodeIgniter)
<b>Challenges faced</b>	Contract processing, Billing