

Personal details

Damian Pokorski
64 Dean Street
Blackpool
FY4 1BP

Mobile: 07428887591
E-mail: damianpokorski@hotmail.com
Portfolio: damianpokorski.com
LinkedIn: uk.linkedin.com/in/damianpokorski

DOB: 01/08/1993

Areas of expertise

Software Engineering

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

Web Development

Front-end & Back-end

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

DevOps

PowerShell, Azure,
Continuous Integration (Jenkins),
Continuous Deployment (Octopus Deploy)

Data Manipulation

TSQL, MySQL
Methodologies
Agile, Scrum

Unreal Engine

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

Mobile Development

JAVA with focus on Android Platform,
Python

Version control

Git

Other

Agile, Test Driven Development

Damian Pokorski

Developer

Personal Summary

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

Look to progress my career further into the next level.

Key skills and competencies

- Well presented
- Hard working & Motivated
- Flexible
- Bilingual (Fluent in Polish as well as in English)
- Interested in the industry and eager to learn new skills

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

Software Engineer

Voiteq

April 2017 - Ongoing

Working with Voiteq has allowed me to learn a lot of skills and abilities and also get a taste of a more corporate and official environment. 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 products.

Duties & Responsibilities:

- Attending weekly meetings, and working together in an Agile manner with the other members of the team.
- Maintaining existing products
- Ensuring the smooth rollout of projects by providing the support & resolving bugs
- DevOps, working with Jenkins and OctopusDeploy

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.

Duties & Responsibilities:

- o Implementation of Web Interface for already existing databases with usage of PHP, MySQL, Laravel as back-end and HTML5, CSS, jQuery (for asynchronous communication) and Bootstrap for the front end.

Lead Developer/ Programmer / Game Mechanics

Gamecan.eu

July 2016 – December 2016

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.

Duties & Responsibilities:

- Attending weekly meetings
- Assisting other developers with usage of the engine
- Implementation of game mechanics in a network environment with usage of C++
- Implementing the tools required by the other team members (such as advanced sound nodes for blueprints, custom events etc.)

Software developer/ Internship / Game Mechanics

Gamecan.eu

November 2015 – April 2016

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.

Duties & Responsibilities:

- *Attending weekly meetings*
- *Assisting other developers with usage of the engine*
- *Discussing and implementing changes and fixes*
- *Implementation of game mechanics in a network environment with usage of blueprints*

Freelance web designer / web developer

EatExpo.co.uk / Global Event Management

May 2014 – August 2014

My role during that time was to create the content management system from scratch to fulfil my clients' particular needs. As a sole developer I had to work on both front-end (HTML, CSS, jQuery) as well as back-end (PHP & CodeIgniter, MySQL).

Duties & Responsibilities:

- *General administrative support*
- *Creating a solid back-end for administrative purpose (contract processing, billing)*
- *Designing the 'responsive' website*
- *Working closely with client in order to satisfy incoming needs*
- *Database administration*