Personal details

Damian Pokorski
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DOB: 01/08/1993

Languages spoken:
- English (moved to UK in 2010)
- Polish (Native)

Areas of expertise

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

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

Web Development
Front-end & Back-end
HTML5, CSS, JavaScript, jQuery, PHP,
MySQL, Laravel, Bootstrap, CodeIgniter,
Node.js, Angular, Node, Grunt, Vue.js

Automated Deployment
PowerShell, Jenkins, Octopus Deploy,
Azure

Mobile Development
JAVA with focus on Android Platform,
Python

Version control
Git, Source Tree

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 my skillset

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 work flow right away with the DevOps experience I have previously earned.

Skills developed	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,
Technologies utilised	Front-end (HTML, CSS, JavaScript, Node.js, jQuery) Back-end (PHP, MySQL, CodeIgniter), Migrations, Apache, DevOps (Jenkins, Shell), Version control - Git
Challenges faced	Refactoring a lot of obsolete code, optimisation, relocation

Software Engineer

Voiteq   April 2017 – May 2018

Working with Voiteq has allowed me a 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.

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

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.

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

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.

Skills developed   Object oriented programming, event based programming, network
                                       programming, Agile approach & establishing requirements, game physics

Technologies utilised   Unreal Engine 4 (with focus on C++), Version control - Git

Challenges faced   Remote working, touch deadlines, overseeing other developer work

Software developer/ Internship / Game Mechanics focused

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.

Skills developed   Object oriented programming, event based implementations, network
                                       programming, game physics

Technologies utilised   Unreal Engine 4 (with focus on blueprints), Version control - Git

Challenges faced   Remote working, meeting tough deadlines, team building

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' needs. As a sole developer I had to work on both front-end as well as back-end, which was where I have developed my skills as a full stack developer.

Skills developed   Image design, live product maintenance, customer support, responsive design,
                                       database administrator

Technologies utilised   Front-end (HTML, CSS, JavaScript, jQuery) Back-end (PHP, MySQL, CodeIgniter)

Challenges faced   Contract processing, Billing