

# Jak Kostrzanowski

Email: [j.kostrzanowski@gmail.com](mailto:j.kostrzanowski@gmail.com)

Phone: 07380666483

Website: [notongue.com](http://notongue.com)

## Profile

I am a computer science graduate with a passion for game development. I enjoy developing my own personal projects and participating in community game jams. As such I tend to work well independently and as a team, having great written and verbal communication. My primary experience is in C#/Unity 3D, but I am capable of picking up new tools and technologies quickly as I have a well rounded background in computer science, achieving the highest overall grade in my degree cohort for all three years.

## Projects

### One Last Look At The Sun — Unity3D, C#

First person action game where players descend through a procedurally generated tunnel while avoiding obstacles. All textures, animations and effects are generated through shaders. All assets self-made.

<https://github.com/notongue/One-Last-Look-At-The-Sun>

### Re | Pair — Unity3D, C#

Global Game Jam 2020 entry made in ~24 hours as a one person team. All assets self-made.

<https://globalgamejam.org/2020/games/re-pair-5-0>

### Clue — Java, JavaFX

Project manager on university group project to implement a digital version of the classic board game "Clue".

<https://github.com/notongue/Clue>

Other projects can be found on my website: [notongue.com](http://notongue.com)

## Education

### University of Sussex, Computer Science Bsc - 1st class hon. (Overall average: 85%)

September 2017 - July 2020

- Highest overall grade in cohort (~200 students) Years 1, 2 and 3

### Bexhill College, A-Level

- Mathematics A2 - **A**
- Further Mathematics A2 - **A**
- Physics A2 - **A**
- Electronics AS - **A**

### St. Richards Catholic College, GCSE

- 9 GCSEs, **A\*** - **B**.