Grzegorz Kmita (+48 576 566 560)

Highly motivated, Computer Science student with superb communication skills, looking for a software engineering role. Eager to learn from experienced engineers. A self-starter with an ambition to strengthen programming skills and take part in building applications.

Education

- West Pomeranian University of Technology Poland BE in Computer Science **Oct 2022 – Present**
- Finished Python, Access, Excel course on encodeme-maturalnie.pl **May 2022**

Skills

Published games for Windows(32/64bit) in Python without game engine
GEOJAM 2022 SUBMISSION:

- Single player 2D space shooter "Square Madness" It features enemy following the player trying to eliminate him. There is an upgrade system, music, sound, game menu (sound, music, video settings). This has been made in 3 days for a game jam - GeoJam 2022.
- [Game page](Game_page) - GitHub

  TRIJAM #156 SUBMISSION:
- Single player 2D platformer "Teacup Adventure". This project includes music, sound, graphic design, game menu. This game has a unique mechanic that whenever you jump you have to catch droplets of water in order to jump again. It has been made in 3 days for a game jam - Trijam #156.
- [Game page](Game_page) - GitHub

  FIRST EVER GAME IN PYTHON:
- 2 player "Pong" game using turtle library. Players need to catch a ball with their movable platforms.
- [Game page](Game_page) - GitHub

Experience doing projects for academic purposes:

- C, C++ - GitHub

  MOST RECENTLY MADE:
- Multiply matrices from file. - Github - 19.01.2023 It can print matrices to file, generate a random matrix. Whole program uses dynamic memory allocation.
- Add/remove/sort/search through a list of personal data list program - Github - 02.02.2023 It uses doubly linked list structure.

Experience in portfolio website development:

- HTML, CSS, Javascript - [Portfolio website](Portfolio_website)