Unity Developer

Ewelina Jurkiewicz

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Autorisation de séjour: Permis B
Nationality: Polish

– SKILLS –

C/C++/C#
Object-oriented programming, implementation of the programming language, memory management

Unity
Programming and manipulation of 3D models, animations, textures, objects, and audio sounds

Virtual Reality Technologies
Creation of applications in VR technology with Meta Quest 3 and Meta Quest Pro

IDE/Version control
Programming and code management
Tools: Visual Studio and GitHub

Project management principles
Agile, Scrum, Kanban
Tools: Jira and GitHub Projects

Software architecture
Understanding various software structures used in application design

UI/UX
Creating mockups with universal design in mind
Tools: Figma

Creating documentation
Knowledge of software development documentation
Tools: LaTeX/Microsoft Office/Libre Office

Applied Mathematics
Geometry, linear algebra, control theory, algorithms and data structures

SQL
Understanding basic structures and commands
Tools: MySQL, phpMyAdmin

Cybersecurity
Automated penetration testing and vulnerability analysis
Tools: Kali Linux, Greenbone, Microsoft Threat Modeling Tool.

Scientific Software
R - Programming for statistical computing
SciLab - Modeling and simulations

– PROJECTS –

The Echo Room application in collaboration with Apico SA, Lucens

2024 The Echo Room application serves as a simulator for echo reduction in offices. It allows for creating office spaces with structural elements, including acoustic panels, and assessing the ratio of absorbing surface to the total surface area of the room. It also enables virtual tours of the office with the ability to listen to the difference in sound reverberation. The project was developed in collaboration with Apico SA, where my role involved defining client requirements, designing, implementing, testing, and documenting. The most significant system is the sound reverberation dependent on the total surface area of panels in the room. The aim of the application is to visualize installation, enhance communication with interior designers, and provide a rapid assessment of the minimum absorbing surface area.

Lotery Lotto

11/2023 The game is a simulator of a popular lottery game where the player can draw 6 numbers ranging from 1 to 42, following the rules of a real lottery. The player can go through the entire game cycle, restart it, or pause during gameplay. After drawing all the balls, the lottery results are displayed in ascending order.
This is an independent project in which I created: a 3D game studio, a drawing machine, and balls with textures corresponding to their numbers. Implemented systems include: routines counting down the time until the balls are shuffled and the number drawing begins, user interface elements controlled by scripts such as text fields, buttons, sliders, and game scenarios: Start, Pause, Restart. The Selection Sort algorithm is applied to sort the drawn ball numbers.

– EXPERIENCE –

R&D Master trainee for Immersive Technologies, Societe des Produits Nestle S.A.

09/2024 – 02/2025 Optimization of 3D CAD models to ensure optimal visual quality. Creation of immersive interactions in VR according to defined use cases. Organization of user tests and optimization of pathways in a virtual environment. Importing and integrating interactive 3D models. Programming realistic and interactive VR experiences.

Junior programmer, Apico SA, Lucens

01/2023 – 04/2023 Participation in project meetings – software engineering, Unified Modeling Language. Unit test programming according to Test-Driven Development – TCUnit, C++, Structured Text. Programming of functions (methods) based on linear algebra – machine motion control – TwinCAT3 Motion Control.

Independent developer, My-Freelance Switzerland

since 2019 — Implementation of projects in the entertainment and industry sectors on Windows, Android, and WebGL applications.

– LANGUAGES–

French	English	Polish
B1	C1	native

– EDUCATION –

03/2024 – currently — **Master's degree in Computer Science**: Higher School of Entrepreneurship and Administration in Lublin, Poland
Field of study: Cybersecurity
Master thesis: Study on the Possibility of Using the Unity Engine and VR Technology to Create a Medical Simulation for Suturing

05/2024 — **Certificate Game design,** Lublin GameDev Foundation

03/2024 — **Certificate Unity Certified User Programmer**, Unity Technologies

08/2023 – 09/2023 — **Attestation of French Language School**: Swiss Private Academy

10/2013 – 10/2016 — **Bachelor's degree in Mathematics**: Stefan Cardinal Wyszyński University in Warsaw, Poland
Specialization: Applied Mathematics in Computer Science