



Unity Developer

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<https://www.eveline-cpp.ch/>

– SKILLS –

C/C++/C#

Object-oriented programming, programming language implementation, memory management

IDE/Version control

Programming and code management
Tools: Visual Studio and GitHub

UI/UX

Creating mockups with universal design in mind
Tools: Figma

SQL

Understanding basic structures and commands
Tools: MySQL, phpMyAdmin

Unity

Creation and manipulation: 3D models, animations, textures, objects, and audio sounds

Project management principles

Agile, Scrum, Kanban
Tools: Jira and GitHub Projects

Creating documentation

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

Cybersecurity

Automated penetration testing and vulnerability analysis. Tools: Kali Linux and Greenbone

Virtual Reality Technologies

Creating VR applications with Meta Quest 3
Master's thesis based on VR technology

Software architecture

Understanding various software structures used in application design

Applied Mathematics

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

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

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 –

Independent developer, My-Freelance Switzerland

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

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 – TCUit, C++, Structured Text. Programming of functions (methods) based on linear algebra – machine motion control – TwinCAT3 Motion Control.



– LANGUAGES –

French

B1

English

C1

Polish

native

– EDUCATION –

03/2024 – currently	Master's degree in Computer Science: Higher School of Entrepreneurship and Administration in Lublin, Poland Field of study: Cybersecurity 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