Curriculum Vitae

Facts

- **Name:** Kacper Ząber

- **Citizenship:** Polish

- **Languages spoken:**
  - Polish (native)
  - English (intermediate)

Experience

- **Game programmer at The Farm 51**
  February 2012 – September 2012
  Developement of AI and mechanics for boss fights in Painkiller: Hell and Damnation with support for surrounding problems around this subject(QA and cooperation with gameplay designers and artists)

- **Trainee programmer at The Farm 51**
  July 2011 – August 2011
  Two months of practice at The Farm 51 studio implementing simple ai movement mechanics, testing and fixing some glitches in UDK.

- **Game mod developer**
  2003 – 2012
  Game mod development expanding games for more fun, realism and balanced game-play.

Education

- **Bachelor of Applied Computer Science**
  - <u>AGH University of Science and Technology</u>
  - Faculty of Electro-technology, Automatics, Information technology and Electronic
  - 2008 – 2012
  - Thesis: **Analysis of the possible use of high computing power of modern graphics cards for parallel implementation of evolutionary algorithms**

- **Master of Engineering in Applied Computer Science** (ongoing)
  - <u>AGH University of Science and Technology</u>
  - Faculty of Electro-technology, Automatics, Information technology and Biomedical Engineering
  - 2012 – 2013 (expected)
  - Specialty: **Modern Computer Graphics**
  - Thesis: **Implementation of dynamic MOBA game for mobile devices**

Skills

- **Strong self-teaching skills**

- **Programming in C/C++, Java, UnrealScript, OpenCL/OpenGL shaders**

- **Ability to design codeand mechanics of complex software such as multiplayer games**

- **Complete 2D game developement know-how**

- **Computer maintenance derived from hundreds of solved problems**