

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
Development 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**
 - AGH University of Science and Technology
 - 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)**
 - AGH University of Science and Technology
 - 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 code and mechanics of complex software such as multiplayer games**
- **Complete 2D game development know-how**
- **Computer maintenance derived from hundreds of solved problems**