

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**

I hereby consent to the processing of my vital and personal data in so far as this is required under the recruiting process, in accordance with the Act of August 29, 1997, on the Protection of Personal Information (JoL no. 133, item 883).