

Mateusz Baesler

<https://mateuszbaesler.github.io/Portfolio/>

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Profile

Talented full-stack developer with expertise in designing and developing software, web-based applications and managing databases and servers. Proficient in a variety of platforms and programming languages with a strong foundation in problem solving and knowledge of programming principles. Graduate at Games Technology BSc producing both game-ready assets and complex technical prototypes. Eager and able to quickly learn and adapt to new systems and technologies both independently and as a member or leader of a team.

Technical Skills

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|--------------|--------------|-----------------|
| • C# | • SQL, NoSQL | • Unity |
| • C++ | • AWS | • Unreal Engine |
| • PHP | • Lambda | • Substance 3D |
| • JavaScript | • Laravel | • Adobe Suite |
| • Python | • Vue.js | • Blender |
| | • Tailwind | • GitHub |

Work Experience

Full Stack Lead Developer
GoChatter Media Ltd
<https://app.clevergifs.com/>

August 2021 - April 2023

As a Full Stack Lead Developer at GoChatter Media Ltd, I was responsible for developing a custom, production SAAS application for creating data-driven personalized email animations. My role involved leading the project from inception to completion, ensuring that it was delivered within the given timeline and budget.

Key Responsibilities:

- Developed a custom, production SAAS application for creating data-driven personalised animations using Laravel.
- Led a small team of developers to deliver the project within the given timeline and budget.
- Implemented AWS serverless architecture to optimize the application's performance and scalability.
- Created in-house Blender tools using Python, increasing productivity and efficiency.
- Followed Agile methodology to maintain, bug fix, and further develop the application, resulting in a highly stable and reliable product.
- Designed and developed the front-end using HTML and VueJS, ensuring a seamless user experience.
- Managed and designed the SQL database, creating efficient data models and optimizing queries to increase performance.

Education

Coventry University

September 2018 - 2021

- Games Technology BSc – 2-1 with Hons
 - Advanced Games Programming
 - Games & AI
 - Content Design Tools and Techniques
 - Mathematics for Computer Graphics
 - Advanced 3D Graphics Programming
 - Physics for Computer Graphics
 - Concept Development for Games Design

Archbishop Ilsey Catholic School and Sixth Form Centre

September 2016 – June 2018

- OCR Level 3 Cambridge Technical Introductory Diploma in IT
 - Fundamentals of IT (Distinction)
 - Global Information (Distinction)
- Applied Science - Medical Science (Distinction*)

Archbishop Ilsey Catholic School and Sixth Form Centre

September 2011 – June 2016

- 11 GCSES (Grade A*-C) including Computing (A), English (B) and Mathematics (B).

Projects

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Project AI

A first-person shooter against 'dumb' assault drones commanded by a 'smart' commander drone. Work smart to wipe out the commander first or try to brute force through an army of drones.

- Created in the Unity game engine.
- Language: C#.
- Demonstrates use of artificial intelligence techniques, including finite state machines and fuzzy logic.
- Created a game prototype without use of external assets.

C++ Ray caster

A ray casting program capable of rendering complex models and simple shapes with Phong shading for ambient, specular and diffuse intensities as well as hard shadows and light sources.

- Coded in Visual Studio.
- Language: C++.
- OpenGL for graphics rendering.

Procedural Terrain Generator

A procedural terrain generation program, using Perlin noise and the Diamond-Step (Square-step) algorithm with runtime generation, dynamic texture blending based on height, animated water, and transparency.

- Coded in Visual Studio.
- Language: C++.
- OpenGL and SDL for rendering.

Hobbies and Interests

Video games are my passion, and I play a vast variety of game genres, from first-person shooters, to MOBAs and flight simulators. This has given me a wide perspective on the purposes of each one, and what design features exist inside them. I also enjoy modding and editing games to fit my vision of what they could be, remove tedious elements or to see the inner workings of how they were made. Recently my biggest interest is in virtual reality, as I love the immersion and sense of scale it achieves, as well as the physical interactions made possible through touch controllers.

I have always been interested in the technical aspects of videogames. Whenever I'm playing a game, I always think about how different features were implemented, what could have been done better and what is potentially missing. This has steered me towards seeking a career in video game development. During this pursuit, I found myself drawn more into programming than any other aspect of the developing process. However, my dream is to become a full-fledged developer, responsible for designing the core functionality and features of a video game.

Outside of games, I have an interest in art and video editing, creating small animations and editing different types of videos to find my personal style and develop extra. Furthermore, I am interested in the inner workings of computers on both the software and hardware aspects, having built my own computer and helped with others in the past.