I am a developer who makes it a priority to be **solid and pragmatic**. I try to question assumptions and gain new knowledge every step of the way. While working, I value team relationships the most, because I believe that in a group, when we **inspire each other** and create a **positive atmosphere**, we are able to accomplish the impossible. I try to **enjoy programming** and I love projects that bring value to users and inspire me.

Mateusz Duda

github   website

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Additional info

C1 English

cat. B driver's license

2020- now
Lodz University of Technology, Łódź

Computer science, undergraduate studies. Gained basic knowledge of C, C++, Python, Java, HTML, CSS. Projects I have worked on include:

- to-do list app with GUI, automatic save and load   *Python, appJar*
- interactive UI of mobile application   *Figma*
- browser game allowing two players to play over the internet   *JS, socket.io*

2019 - 2020
CopyZone, Warszawa

At the printing house I managed the entire customer service process - from taking orders to execution and delivery. I learned binding, laminating, large format printing, etc. I did custom graphic design of various works - advertisement posters, business cards, stamps, and photos.

2018 - 2019
AGH University of Science and Technology, Kraków

Studied technical physics for two semesters. Being a member of Bozon student science club I helped with the organization of scientific events such as Friday Evening of Science and Scientific Picnic in Warsaw National Stadium. We tried to popularize physics concepts through various experiments.
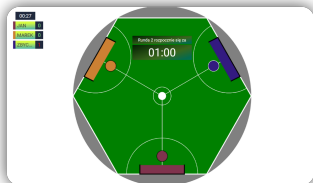
2017
Akademia Przyszłości, voluntary work

I did compensatory classes for children with learning difficulties - organized individual and group work.

Selected works

BIBA 2077

A fun 3-player game made in JavaFX, based on the concept of three sided football. The game uses a physics-based collision system and features sound effects, music and player customization.
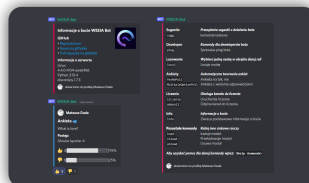
Responsible for:
whole project

Terminal game

A multiplayer game written in C which uses low level OS features enabling client-server communication. Additionally, there are bot processes for missing players which can play the game automatically.
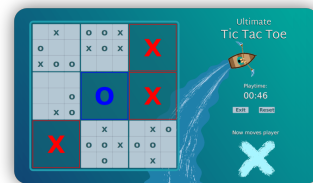
Responsible for:
whole project

Discord Bot

A server bot made using Python and discord.py library, implementing extra features to a Discord server: live voting, counting game, random user picker. Users can add custom modules if necessary.

Responsible for:
most of the project

Ultimate Tic Tac Toe

A local multiplayer game made in JavaFX and Gluon SceneBuilder. It's an extension of the game to a 9x9 grid, being an interesting twist to a popular concept.

Responsible for:
design and game logic