Mateusz Zaremba

Programmer, Mathematician, Graduate student

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Currently

Studying towards MSc in Mathematics and Data Science at the University of Stirling

Specialized in

C++, Python, R, Statistical Analysis, Big Data

Research interests

Statistical analysis for data science, representing and manipulating data using R and Python programming

Education

University of Stirling, United Kingdom — 2019 - 2020

MSc in Mathematics and Data Science

- Representing and Manipulating Data (B)
- Commercial and Scientific Applications (B)
- Statistics for Data Science
- Networks & Graph Theory
- Data Analytics
- Modelling in Financial and Medical Systems
- Stochastic Processes and Optimisation
- Dissertation Project

University of Abertay Dundee, United Kingdom — 2015 - 2018

BSc with Merit in Computer Game Applications Development, 2:1

Higher Education Achievement Report

3rd year modules (GPA: 2.83):

- Graphics Programming with Shaders (C+)
- Gameplay Mechanics Development (C+)
- Network Systems for Game Development (A)
- Artificial Intelligence (B)
- Professional Team Project: Planning and Prototyping (C+)
- Professional Team Project: Development and Delivery (C+)

2nd year modules (GPA: 4.17):

- Data Structures and Algorithms 1 (A)
- Data Structures and Algorithms 2 (A+)
- Graphics Programming (A)
- Game Programming and System Architectures (A)
- Film and Game Genres (A)
- Mathematics for Application Development 2 (A+)

1st year modules (GPA: 3.63):

- Computer and Graphics Architectures (A)
- Programming in C++ (A)
- Narrative Theory in Interactive Game Design (C+)
- Mathematics for Applications Development 1 (A+)
- Asset Production for Games (B+)
- Games for Change (B+)

Awards

The Data Lab MSc scholarship — 2019

Fully funded MSc place
Data Scientist training

Relevant Experience

C++ Software Engineer Intern, Viastore — 01.2019 –

Learned about: 02.2019

    Relational and non-Relational Databases
    Large distributed IT systems
    Business use of rapid prototyping

Unreal Game Programmer Intern, Bohemia Interactive   08.2018 –

Project worked on: <u>Vigor</u>, post-apocalyptic survival game   10.2018
Internship responsibilities:

    Networked gameplay programming
    UI programming
    Prototyping
    Developing new solutions based on already existing ones and bug fixing

Lead Programmer, Abertay University: Professional Project   09.2017 –

Projects worked on: 06.2018
Mobile game for <u>Junkfish</u> Game Company
Retro platformer for <u>Timex</u>

    Engine: Unity
    Programming language: C#
    Platforms: Android (Junk Fish), Windows (Timex)
    <u>git</u>

Key responsibilities:

    Prototyping
    Game programming
    Source control maintenance: merging, pull requests, .gitignore

Team management:

    Kanban boards with GitHub Projects
    SCRUM (Deadlines setting, mentoring)

Hackathons   **Gameplay Programmer/Design/Team Lead, Serious Game Jam**   24.01.2018 –

Mobile game prototype: 26.01.2018
Aid for lectures and students from the University of St Andrews,
with preparation and explanation of their practical exercises
Engine: Unity
Programming language: C#
Platform: Android
<u>gameplay video</u> , <u>git</u>

Gameplay Programmer/Design/Team Lead, AGDS 4-hour Game Jam   15.11.2017

Brief visual novel with animations, telling a joke
Made in 4-hours with two artists
Engine: Ren'Py
Programming language: Python
Platform: Windows
<u>gameplay video</u> , <u>git</u>

Gameplay Programmer/Design/Team Lead, Rainbow Game Jam   15.08.2016 –

Infinite runner chosen to be made in 48-hours with two other artists and a sound designer   17.08.2016
Engine: Unity
Programming language: C#
Platforms: Windows, MAC, Linux
<u>gameplay video</u> , <u>git</u> , <u>play in browser</u>

Gameplay Programmer, Global Game Jam 2016   29.01.2016 –

Easy pick-up game. My first Unity project and first game jam   31.01.2016
Engine: Unity
Programming language: C#
Platforms: Windows, MAC, Linux
<u>gameplay video</u>

Societies	**Member of Abertay Game Development Society:** <u>1st year project</u>, <u>2nd year project</u>	Sep 2015 – Jul 2018

Volunteer Experience	**Built and managed St Andrew's RC Cathedral website**	Sep 2017 - Aug 2018
	http://www.standrewscathedraldundee.com/	
	Class Representative of the 1st Year Computer Applications Game Development course	Sep 2015 – Apr 2016

Other Experience	**Warden, St. Ninian's Institute, Diocese of Dunkeld**	Oct 2015 – Dec 2015
	Taking care of the St Ninian's Institute and its guests	
	Welcoming at the reception and showing guests to their rooms	
	Waiter/Bartender, Drumoig Golf Hotel	Apr 2015 – Aug 2015
	Welcoming people at the reception	
	Bartending	
	Waitering	
	Office Assistant, University of Wroclaw	May 2013 – Aug 2013
	Calling vendors to set up appointments and gather information	
	Post delivery	
	Clerk duties	
	Younger Lifeguard, Wroclaw Water Park	Jan 2009 – Aug 2009
	Taking care of visitors safety and well being	
	Stamina and wellbeing training	