

Mateusz Zaremba

Programmer, Mathematician, Graduate student

mat.zar@icloud.com | Personal website | Update: Dundee, 8th January 2020

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 -

MSc in Mathematics and Data Science

2020

Representing and Manipulating Data (Merit)

Commercial and Scientific Applications (Merit)

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 -

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

2018

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+)

Funding Awarded

The Data Lab MSc scholarship

Sep 2019 - Aug

Fully funded MSc place; £6500 towards tuition fees

2020

Training with Data Scientists

Relevant Experience

C++ Software Engineer Intern, Viastore Jan - Feb 2019
Learned about:
Relational and non-Relational Databases
Large distributed IT systems
Business use of rapid prototyping

Unreal Game Programmer Intern, Bohemia Interactive Aug - Oct 2018
Project worked on: Vigor, post-apocalyptic survival game
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 Sep 2017 - Jun 2018
Projects worked on:
Mobile game for Junkfish Game Company
Retro platformer for Timex
Engine: Unity
Programming language: C#
Platforms: Android (Junk Fish), Windows (Timex)
git

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 Jan 24, 2018 - Jan 26, 2018
Mobile game prototype:
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
gameplay video , git

Gameplay Programmer/Design/Team Lead, AGDS 4-hour Game Jam Nov 8, 2017
Brief visual novel with animations, telling a joke
Made in 4-hours with two artists
Engine: Ren'Py
Programming language: Python
Platform: Windows
gameplay video , git

Gameplay Programmer/Design/Team Lead, Rainbow Game Jam Aug 15, 2016 - Aug 17, 2016
Infinite runner chosen to be made in 48-hours with two other artists and a sound designer
Engine: Unity
Programming language: C#
Platforms: Windows, MAC, Linux
gameplay video , git , play in browser

Gameplay Programmer, Global Game Jam 2016 Jan 29, 2016 - Jan 31, 2016
Easy pick-up game. My first Unity project and first game jam
Engine: Unity
Programming language: C#
Platforms: Windows, MAC, Linux
gameplay video

Societies

Member of Abertay Game Development Society: 1st year project, Sep 2015 - Jul 2018
2nd year project

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 Sep 2015 - Apr 2016
Development course

Other Experience

Warden, St. Ninian's Institute, Diocese of Dunkeld Oct - 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 - Aug 2015
Welcoming people at the reception
Bartending
Waiting

Office Assistant, University of Wroclaw May - Aug 2013
Calling vendors to set up appointments and gather information
Post delivery
Clerk duties

Younger Lifeguard, Wroclaw Water Park Jan - Aug 2009
Taking care of visitors safety and well being
Stamina and wellbeing training