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 – now
MSc in Mathematics and Data Science

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, First Line Software for Viastore   01.2019 – 02.2019
Learned about:
- Large distributed IT systems
- Rapid prototyping

Unreal Game Programmer Intern, Bohemia Interactive   08.2018 – 10.2018
Project worked on: Vigor, post-apocalyptic survival game
- Engine: UE4

Platform: XBOX ONE

Key responsibilities:
    Gameplay development
    Problem solving

Lead Programmer, Abertay University: Professional Project   09.2017 –
                                                                          06.2018
Projects worked on:
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 –
                                                                                        26.01.2018
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
<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</u>   Sep 2015 – Jul
<u>project</u>   2018

Volunteer Experience   **Built and managed St Andrew's RC Cathedral website**   Sep 2017 - Aug
                                                                                                2018

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