

# Mateusz Zaremba

C++/Unity/Game Programmer, Gamer

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Currently	MSc studies on hold for caring reasons; looking for a full-time employment in gaming/software sector.	
Specialized in	C++, Mathematics, Unity3D, Git with bash	
Gaming skills	C#, Python, Graphics programming (SFML, DirectX 11), Box2D, PSVita, Xbox One	
Software	MS Visual Studio, VS Code, Xcode, UNIX terminal, Slack intergration, Discord bots	
Education	<b>University of Stirling, United Kingdom</b> MSc in Mathematics and Data Science Representing and Manipulating Data (Merit) Commercial and Scientific Applications (Merit) Statistics for Data Science (Pass) Networks & Graph Theory	2019-2020
	<b>University of Abertay Dundee, United Kingdom</b> BSc with Merit in Computer Game Applications Development, 2:1  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+)	2015-2018
Relevant Experience	<b>C++ Software Engineer Intern, Viastore</b> Learned about: Relational and non-Relational Databases using SQL and C++ Large distributed IT systems Business use of rapid prototyping	Jan-Mar 2019

**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 CompanyRetro 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)

**Game Jams****Gameplay Programmer/Design/Team Lead, Serious Game Jam**Jan 24-26,  
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 15-17,  
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 29-31,  
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, 2nd year project**

Sep 2015-Jul 2018

## Volunteer Experience

**Answering Questions About Mathematics and Coding on Quora**  
[My Quora Answers](#)

Jul 2019-Present

**Built and managed St Andrew's RC Cathedral website**  
<http://www.standrewscathedraldundee.com/>

Sep 2017-Aug 2018

**1st Year Class Representative at Abertay University**  
Listening to student feedback and liaising with lectures  
Attended training about leadership and teamwork

Sep 2015-Apr 2016

## Other Experience

**Warden, St. Ninian's Institute, Diocese of Dunkeld**  
Taking care of the St Ninian's Institute and its guests  
Welcoming at the reception and showing guests to their rooms

Oct-Dec 2015

**Waiter/Bartender, Drumoig Golf Hotel**  
Welcoming people at the reception  
Bartending  
Waitering

Apr-Aug 2015

**Office Assistant, University of Wroclaw**  
Calling vendors to set up appointments and gather information  
Post delivery  
Clerk duties

May-Aug 2013

**Younger Lifeguard, Wroclaw Water Park**  
Taking care of visitors safety and well being  
Stamina and wellbeing training

Jan-Aug 2009