

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 -

MSc in Mathematics and Data Science

2020

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 -

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+)

Awards

The Data Lab MSc scholarship

2019

Fully funded MSc place

Data Scientist training

Relevant Experience

C++ Software Engineer Intern, Viastore

01.2019 –
02.2019

Learned about:

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

Unreal Game Programmer Intern, Bohemia Interactive

08.2018 –
10.2018

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

09.2017 –
06.2018

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

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

gameplay video , git

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

gameplay video , git

Gameplay Programmer/Design/Team Lead, Rainbow Game Jam

15.08.2016 –
17.08.2016

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

29.01.2016 –
31.01.2016

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

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

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

Taking care of the St Ninian's Institute and its guests
Welcoming at the reception and showing guests to their rooms

Oct 2015 – Dec 2015

Waiter/Bartender, Drumoig Golf Hotel

Welcoming people at the reception
Bartending
Waiting

Apr 2015 – Aug 2015

Office Assistant, University of Wroclaw

Calling vendors to set up appointments and gather information
Post delivery
Clerk duties

May 2013 – Aug 2013

Younger Lifeguard, Wroclaw Water Park

Taking care of visitors safety and well being
Stamina and wellbeing training

Jan 2009 – Aug 2009