

# 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	<b>University of Stirling, United Kingdom</b>	2019 – 2020
	MSc in Mathematics and Data Science	
	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	
	<b>University of Abertay Dundee, United Kingdom</b>	2015 – 2018
	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+)	
Funding Awarded	<b>The Data Lab MSc scholarship</b>	2019
	Fully funded MSc place; £6500 towards tuition fees	
	Training with Data Scientists	

## 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