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 — 2019–2020

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

University of Abertay Dundee, United Kingdom — 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

The Data Lab MSc scholarship — Sep 2019–Aug 2020

Fully funded MSc place; £6500 towards tuition fees

Training with Data Scientists

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)

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:** <u>1st year project</u>, <u>2nd year project</u>	Sep 2015-Jul 2018

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 Development course   Sep 2015-Apr 2016

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
Waitering

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

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