

Mat 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	<div><div>University of Stirling, United Kingdom</div><div>2019-2021</div><div>MSc in Mathematics and Data Science</div><div>Representing and Manipulating Data (Merit-64%)</div><div>Commercial and Scientific Applications (Merit-62%)</div><div>Statistics for Data Science (Pass-50%)</div><div>Networks & Graph Theory</div><div>Data Analytics</div><div>Modelling in Financial and Medical Systems</div><div>Stochastic Processes and Optimisation</div><div>Dissertation Project</div></div> <div><div>University of Abertay Dundee, United Kingdom</div><div>2015-2018</div><div>BSc with Merit in Computer Game Applications Development, 2:1</div><div>3rd year modules (GPA: 2.83):</div><div>Graphics Programming with Shaders (C+)</div><div>Gameplay Mechanics Development (C+)</div><div>Network Systems for Game Development (A)</div><div>Artificial Intelligence (B)</div><div>Professional Team Project: Planning and Prototyping (C+)</div><div>Professional Team Project: Development and Delivery (C+)</div><div>2nd year modules (GPA: 4.17):</div><div>Data Structures and Algorithms 1 (A)</div><div>Data Structures and Algorithms 2 (A+)</div><div>Graphics Programming (A)</div><div>Game Programming and System Architectures (A)</div><div>Film and Game Genres (A)</div><div>Mathematics for Application Development 2 (A+)</div><div>1st year modules (GPA: 3.63):</div><div>Computer and Graphics Architectures (A)</div><div>Programming in C++ (A)</div><div>Narrative Theory in Interactive Game Design (C+)</div><div>Mathematics for Applications Development 1 (A+)</div><div>Asset Production for Games (B+)</div><div>Games for Change (B+)</div></div>	
Funding Awarded	<div><div>The Data Lab MSc scholarship</div><div>Sep 2019-Aug 2021</div><div>Fully funded MSc place; £6500 towards tuition fees</div><div>Training with Data Scientists</div></div>	

Relevant Experience

C++ Software Engineer Intern, Viastore

Jan-Feb 2019

Learned about:

- Relational and non-Relational Databases using SQL and C++
- 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)

Hackathons

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