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 - now
MSc in Mathematics and Data Science

University of Abertay Dundee, United Kingdom   2015 - 2018
BSc with Merit in Computer Game Applications Development, 2:1

Higher Education Achievement Report

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, First Line Software for Viastore   01.2019 – 02.2019
Learned about:
    Large distributed IT systems
    Rapid prototyping

Unreal Game Programmer Intern, Bohemia Interactive   08.2018 – 10.2018

Project worked on: Vigor, post-apocalyptic survival game

    Engine: UE4
    Platform: XBOX ONE

Key responsibilities:
    Gameplay development
    Problem solving

Lead Programmer, Abertay University: Professional Project   09.2017 –
Projects worked on: 06.2018
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 –
Mobile game prototype: 26.01.2018
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 –
Infinite runner chosen to be made in 48-hours with two other artists and a sound designer   17.08.2016
Engine: Unity
Programming language: C#
Platforms: Windows, MAC, Linux
gameplay video , git , play in browser

Gameplay Programmer, Global Game Jam 2016   29.01.2016 –
Easy pick-up game. My first Unity project and first game jam   31.01.2016
Engine: Unity
Programming language: C#
Platforms: Windows, MAC, Linux
gameplay video

Societies   **Member of Abertay Game Development Society:** 1st year project, 2nd year   Sep 2015 – Jul
project   2018

Volunteer Experience

Built and managed St Andrew's RC Cathedral website
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 2015 – 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 2015 – Aug 2015
Welcoming people at the reception
Bartending
Waitering

Office Assistant, University of Wroclaw
May 2013 – Aug 2013
Calling vendors to set up appointments and gather information
Post delivery
Clerk duties

Younger Lifeguard, Wroclaw Water Park
Jan 2009 – Aug 2009
Taking care of visitors safety and well being
Stamina and wellbeing training