

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

Relevant Experience

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)

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: <u>1st year project, 2nd year project</u>	Sep 2015-Jul 2018
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Volunteer Experience	Built and managed St Andrew's RC Cathedral website http://www.standrewscathedraldundee.com/	Sep 2017-Aug 2018
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	1st Year Class Representative at Abertay University	Sep 2015-Apr 2016
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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
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	Waiter/Bartender, Drumoig Golf Hotel Welcoming people at the reception Bartending Waiting	Apr-Aug 2015
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	Office Assistant, University of Wroclaw Calling vendors to set up appointments and gather information Post delivery Clerk duties	May-Aug 2013
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	Younger Lifeguard, Wroclaw Water Park Taking care of visitors safety and well being Stamina and wellbeing training	Jan-Aug 2009
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