Mateusz Zaremba

Programmer, Mathematician, Graduate student.

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Studying towards MSc in Mathematics and Data Science at the University of Stirling Currently 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 University of Stirling, United Kingdom Education 2019 -MSc in Mathematics and Data Science University of Abertay Dundee, United Kingdom 2015 -BSc with Merit in Computer Game Applications Development, 2:1 2018 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 C++ Software Engineer Intern, First Line Software for Viastore 01.2019 -Relevant Experience 02.2019 Learned about: Large distributed IT systems Rapid prototyping

> Engine: UE4 Platform: XBOX ONE

Unreal Game Programmer Intern, Bohemia Interactive

Project worked on: Vigor, post-apocalyptic survival game

08.2018 -10.2018 Key responsibilities:

Gameplay development

Problem solving

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 -

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

Easy pick-up game. My first Unity project and first game jam

29.01.2016 -

31.01.2016

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</u>

Sep 2015 - Jul

<u>project</u>

2018

Volunteer Experience

Built and managed St Andrew's RC Cathedral website

Sep 2017 - Aug

http://www.standrewscathedraldundee.com/

2018

course 2016

Other Experience

Oct 2015 - Dec Warden, St. Ninian's Institute, Diocese of Dunkeld 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