# Mateusz Zaremba

*C++/Unity/Game Programmer, Gamer*

mat.zar@icloud.com | https://matzar.github.io/ | Update: Dundee, 20th February 2020

**Currently**

MSc studies on hold for caring reasons; looking for a full-time employment as C++/Unity programmer.

**Specialized in**

C++, Mathematics, Unity3D, Git with bash

**Gaming skills**

C#, Python, Graphics programming (SFML, DirectX 11), Box2D, PSVita, Xbox One

**Software**

MS Visual Studio, VS Code, Xcode, UNIX terminal, Slack intergration, Discord bots

**Education**

**University of Stirling, United Kingdom**   2019–2020

GradCert in Mathematics and Data Science

- Representing and Manipulating Data (Merit)
- Commercial and Scientific Applications (Merit)
- Statistics for Data Science (Pass)
- Networks & Graph Theory (Pass)

**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+)

**Relevant Experience**

**C++ Software Engineer Intern, Viastore**   Jan-Mar 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: <u>Vigor</u>, 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 <u>Junkfish</u> Game Company
Retro platformer for <u>Timex</u>

    Engine: Unity
    Programming language: C#
    Platforms: Android (Junk Fish), Windows (Timex)
    <u>git</u>

    Key responsibilities:

    Prototyping
    Game programming
    Source control maintenance: merging, pull requests, .gitignore

    Team management:

    Kanban boards with GitHub Projects
    SCRUM (Deadlines setting, mentoring)

## Game Jams

**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
<u>gameplay video</u> , <u>git</u>

**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
<u>gameplay video</u> , <u>git</u>

**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
<u>gameplay video</u> , <u>git</u> , <u>play in browser</u>

**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
<u>gameplay video</u>

## Societies

**Member of Abertay Game Development Society:** <u>1st year project</u>, <u>2nd year</u>   Sep 2015-Jul 2018
<u>project</u>

## Volunteer Experience

**Answering Questions About Mathematics and Coding on Quora**  Jul 2019-Present
My Quora Answers

**Built and managed St Andrew's RC Cathedral website**  Sep 2017-Aug 2018
http://www.standrewscathedraldundee.com/

**1st Year Class Representative at Abertay University**  Sep 2015-Apr 2016
Listening to student feedback and liaising with lectures
Attended training about leadership and teamwork

## 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