Mateusz Zaremba

C++/Unity/Game Programmer, Gamer

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Currently	Recently finished my graduate certificate in Mathematics and Data Science; looking for a full-time employment as C++/Unity programmer in gaming/software industry.
Specialized in	C++, Mathematics, Unity3D, Git with bash
Gaming skills	C#, Python, Xbox One, PSVita, Box2D, Graphics programming (SFML, DirectX 11), Networking
Software	MS Visual Studio, VS Code, Xcode, UNIX terminal, Slack intergration, Discord bots
Teamwork	Scrum, Trello, Kanban boards, GitHub Projects, Jira, Crucible

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+)

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)

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 project</u>	Sep 2015-Jul 2018

Volunteer Experience	**Answering Questions About Mathematics and Coding on Quora** <u>My Quora Answers</u>	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