Filip Misiak

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github.com/misiakfilip/portfolio

EDUCATION

ZSEEiM — Bielsko-Biała
IT Technician — *2017 – 2021*

University of Economics in Katowice — Katowice
Computer Science, Specialization: Game and Mobile Application Development — *2021 – 2024*

University of Economics in Katowice — Katowice
Computer Science, Specialization: Data Analysis — *2024 – Present*

EXPERIENCE

Software Developer Intern — 2024 – 4 months
Albus IT — *Bielsko-Biała*
- Participated in ERP system implementations
- Supported data migration and system configuration
- Integrated system modules and tested business processes

Business Application Developer Intern — 2023 – 2 months
TIM S.A. — *Bielsko-Biała*
- Developed business applications using Microsoft Power Apps
- Automated business processes and integrated Microsoft services
- Provided technical support to employees
- Maintained and supported IT infrastructure

Computer Hardware Service Intern — 2019 – 1 month
Comtrade — *Bielsko-Biała*
- Diagnosed hardware issues and upgraded computer components
- Managed hardware inventory and performed device maintenance

GAME DEVELOPMENT PROJECTS

Arct | *Unreal Engine, Blueprints, LLM* — 2023 – Present
- Narrative documentary game based on the Arctic expedition of the ship *Belgica*
- Implementation of narrative mechanics and interactive dialogues in Unreal Engine
- Game logic development using the Blueprint system
- Integration of a language model (LLM) to enable dynamic dialogues and enhance immersion

Skarbnik | *C#, Unity* — 2023 – Present
- First-person horror game developed using the Unity engine
- Implementation of core gameplay mechanics from a first-person perspective
- Programming game logic and player–environment interactions in C#

Retro Brick Breaker | *C#, Unity* — 2022 – 2025
- Arcade game inspired by classic Brick Breaker titles
- Implementation of gameplay mechanics and scoring system in Unity
- Independently created all textures and models used in the project

MOBILE PROJECTS

Impostor | *React Native, JavaScript* — 2025 – Present
- Mobile party game developed using React Native
- Implementation of game logic and gameplay rules in JavaScript

recipE | *C#, .NET MAUI* — 2024 – Present
- Cross-platform mobile and desktop application for managing cooking recipes built with .NET MAUI
- Implementation of application logic in C#
- User data management including adding, editing, and deleting recipes

Data Projects

Lovecraft Text Analysis | *Python, NLP, Sentiment Analysis*   2025
- Text analysis of H.P. Lovecraft's works using NLP and sentiment analysis techniques
- Text processing including tokenization, lemmatization, and word-level emotion analysis using the NRC Emotion Lexicon
- Exploratory Data Analysis (EDA) and visualization of sentiment distribution across three texts: *The Call of Cthulhu*, *The Dunwich Horror*, and *The Shadow over Innsmouth*

Object Detection System | *Python, TensorFlow, OpenCV, SQLite*   2024
- Advanced object detection system using EfficientDet-D0 and TensorFlow Hub
- Automatic object and color recognition in images with bounding box visualization
- Efficient multithreaded processing with result storage in SQLite and CSV
- Technologies used: TensorFlow, OpenCV, Pandas, NumPy, Matplotlib, SQLAlchemy

Web Projects

Portfolio | *Astro, React, JavaScript/TypeScript*   2025 – Present
- Personal developer portfolio built using Astro, React, and TypeScript
- Responsive design optimized for desktop and mobile devices

Music Blog – Najlepszy Muzyczny Adres | *React, Node.js, TypeScript, Payload CMS*   2025 – Present
- Music blog developed using Payload CMS
- Frontend built with React and backend implemented in Node.js with TypeScript
- Implementation of content management features for posts, categories, and comments
- Responsive UI and user interactions following UX best practices

Technical Skills

Languages: Polish (native), English (C1), German (A1), Spanish (A1)
Programming Languages: C#, Python, JavaScript, TypeScript, Blueprint, Java, SQL, R, PHP
Databases: PostgreSQL, MySQL, SQLite
Frameworks: React Native, .NET MAUI, Android Studio
Game Engines: Unity, Unreal Engine
Graphic Tools: Photoshop, GIMP, Blender, Krita
Development Tools: Git, PlasticSCM, Docker, VS Code, Visual Studio, Unity Editor, Unreal Editor, NetBeans, PyCharm, RStudio, Google Colab, Jupyter Notebook
Frontend: React, Astro, HTML5, CSS3, Tailwind
Backend: .NET, Node.js, REST APIs, PHP
Data Analysis: Exploratory Data Analysis (EDA), data processing, data visualization
Machine Learning: classification, regression, clustering, object detection, neural networks
Python Libraries: pandas, NumPy, scikit-learn, matplotlib, seaborn, TensorFlow, OpenCV
Systems & Platforms: SaaS, SAP, Linux, Windows