MICHAL SKORCZAK

@ mskorczak1@gmail.com   🌐 mskorczak.xyz
in mskorczak   ⭘ mskorczak

EXPERIENCE

Developer
Alan Blunden

📅 Jun 2022 – Present   📍 Remote

- Developing and maintaining existing full-stack line of business applications
- Worked in an Agile team of 5, collabroating and communicating with other teams in different disciplines
- Data provisioning in Hadoop, data pipeline automation with Python and Java, full-stack application development for database web portal in Express, documentation generation using SQL and JDBC
- Worked in an Agile team of 6, collaborating and communicating with other teams in different disciplines

| C# | Javascript | Vue JS | Python | SQL | Node.js | JavaScript | Git | Windows | Azure |

Innovation Developer Intern, Technology & Operations
RBC Royal Bank of Canada

📅 Jul 2020 – Aug 2020   📍 Toronto, ON

- Full stack software development building internal applications: retrospectives web application with React front-end and Express back-end
- Led an Agile team of 4 as a returning intern, helping new developers get setup, moderated and managed changes from team
- Moderated source control, reviewed, tested, and debugged changes from all other development teams to new releases
- Conducted usability testing, moderated test sessions with design teams, presented and demonstrated solutions to senior executives

| React | Node.js | TypeScript | Express | Git | Windows |

Innovation Developer Intern, Technology & Operations
RBC Royal Bank of Canada

📅 Jul 2019 – Aug 2019   📍 Toronto, ON

| Node.js | TypeScript | Java | Git | Angular | Spring | SQL |

PROJECTS

LUSK
3D wall-crawling game (McGameJam '23)

📅 January 2023   ⭘ kevinjycui/LUSK

- Programmed movement, environment, and animation

| C# | Unity | Blender | .NET | Visual Studio | Git |

Wayward Bones
2D digging + platformer game (McGameJam '22 Audio Winner)

📅 May 2022   ⭘ kevinjycui/WaywardBones

- Programmed entity movement, player controls/attack system, in-game enemy boss animation cycles and particles fitted to attack patterns
- Fixed bugs in other stages, moderated source control, collaborating with artists and sound designers

| C# | Unity | .NET | Visual Studio | Git |

Donkey Kong Bongo to Key
Keyboard & mouse interface for the DK Bongos for GameCube

📅 Sept 2021 ⭘ kevinjycui/DKBongoToKey

`C++` `SDL` `DirectX (DirectInput)`

Desmos Renderer
Fun graphing calculator art tool

📅 Apr 2021 ⭘ kevinjycui/DesmosBezierRenderer

`Python` `OpenCV` `Flask` `HTML` `JavaScript` `FFmpeg`

Practice Bot
Competitive programming utility bot

📅 Mar 2020 – Jul 2021 ⭘ kevinjycui/Practice-Bot

`Python` `MariaDB` `discord.py` `AWS`

EDUCATION

McGill University
Candidate for B.Sc. in Computer Science

📅 2020 – 2024   📍 Montreal, QC

CGPA: 3.8/4.0
VP Finance, Game Dev Student's Society

`Java` `C` `C++` `Python` `Maven` `Unity` `Docker` `Spring` `x86 Assembly`

SKILLS

Programming & Other Languages

`C++` `C` `Python` `C#` `Java` `JavaScript` `Bash` `Go` `GLSL` `TypeScript` `Lua` `Scala` `SQL` `HTML+CSS`
`Arduino` `x86 Assembly` `MIPS Assembly`

Frameworks, Libs, & Databases

`OpenGL` `SDL` `.NET` `Node.js` `Maven` `Spring` `React` `NumPy` `Django` `Hadoop` `MariaDB` `OpenCV`

Development Tools & Environment

`Git` `Docker` `Linux` `Unity` `GNU` `Jenkins` `Visual Studio` `Vim`

OTHERS

▶ **Silver Play Button**
I run a YouTube channel with >150K subscribers as of 2022 covering topics in niche software, game development, mathematics, audio processing, etc.
🌐 youtube.com/c/Junferno