

# Dmytro Sarzhovskyi

Poland, Cracow

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My website: <https://notorious1dev.github.io/portfolio/>

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## SUMMARY

Motivated third-year Applied Computer Science student with a passion for game development, multimedia design, and software engineering. A fast learner with a strong work ethic, eager to contribute technical skills, creativity, and problem-solving abilities in a dynamic internship or entry-level role within the tech industry. Committed to working hard to gain valuable experience in the field. **Open to on-site, hybrid, or remote opportunities.**

## EDUCATION

**COLLEGE OF ECONIMICS AND COMPUTER SCIENCE, CRACOW** (*October 2023 - March 2027*)

Bachelor of Applied Computer Science (concentration: Computer Games and Multimedia)

### Project: Piesek Puk-Puk

**Technologies:** Unity(C#), Photon Fusion 2(Netcode), Git, GitHub.

Piesek Puk Puk is a top-down multiplayer arena game. Players control dogs armed with bats, collect points, and battle each other to dominate the arena. Inspired by the simplicity and addictive gameplay of Agar.io.

**Gameplay:** [https://www.youtube.com/watch?v=T\\_H8BF1B1VM](https://www.youtube.com/watch?v=T_H8BF1B1VM)

**Repository:** <https://github.com/notorious1dev/PiesekPukPuk>

### Project: Space Invaders

**Technologies:** C, Raylib, Git, GitHub.

A small arcade game inspired by the classic Space Invaders, implemented in C using raylib. You control a ship at the bottom of the screen and shoot at waves of alien invaders. The game demonstrates simple mechanics such as movement, shooting, collision detection. My responsibilities included designing and programming the player controls, enemy movement and behavior, shooting mechanics, and collision detection. I also handled asset loading, game loop structure, and rendering, ensuring efficient performance and a clean, modular codebase.

**Gameplay:** <https://www.youtube.com/watch?v=vCxAj7lbR-8>

**Repository:** <https://github.com/notorious1dev/space-invaders>

## SKILLS

- Programming Languages: C, C#
- Frameworks: Unity Photon Fusion 2, Raylib
- Game Engines: Unity
- Operating Systems: Linux, Ubuntu
- Clouds: Azure
- Version Control: Git, GitHub
- Graphic Design: Adobe Photoshop, Blender
- Familiar with: Jira, Notion

## LANGUAGES

English Language (B2)

Polish Language (C1)

Ukrainian Language (C2)

Russian Language (C2)

## MY LINKS

[GitHub](#) [LinkedIn](#) [Website](#)

*I agree to the processing of personal data provided in this document for realizing the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).*