Dmytro Sarzhovskyi

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GitHub *LinkedIn* *Website*

SUMMARY

Motivated third-year Applied Computer Science student with a passion for software engineering, multimedia design and operating systems. 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

Project: Multithreading HTTP Server
Technologies: C, Linux Sockets, TCP, Networking, POSIX Threads
A lightweight multithreaded HTTP/1.1 server written in C. The server is designed primarily as a learning project to understand the internals of HTTP, request handling, multithreading, and low-level network programming.
Repository: https://github.com/notorious1dev/http-server

Project: Space Invaders
Technologies: C, Raylib
A small arcade game inspired by the classic Space Invaders, implemented in C using raylib. I developed the entire game from scratch using the raylib library, implementing all core systems without the use of a game engine. I handled enemy movement behavior, shooting mechanics collision detection, 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

Project: Piesek Puk-Puk
Technologies: Unity(C#), Photon Fusion 2(Netcode)
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
Repository: https://github.com/notorious1dev/PiesekPukPuk

Project: Bratan (Header-Only Utility Libraries in C)
Technologies: Preprocessing, C
A collection of header-only C utility libraries designed to streamline common programming tasks. These libraries offer clean, self-contained implementations without the need for manual compilation or linking of separate source files.
Repository: https://github.com/notorious1dev/bratan

SKILLS

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

LANGUAGES

English Language (B2) │ Polish Language (C1) │ Ukrainian Language (C2) │ Russian Language (C2)