

# 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)

### Project: Shrek Platformer

A simple 3D platformer with Shrek as the main character. The main goal is to navigate a path with obstacles. This project includes three types of obstacles: a spinning cylinder with spikes, a hammer, and spinning blades.

Gameplay: <https://www.youtube.com/watch?v=5WRJO9A8Y6k>

## SKILLS

- Programming Languages: C, C#
- Frameworks: Unity Photon Fusion 2
- Game Engines: Unity
- Operating Systems: Linux
- 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](#)