Dmytro Sarzhovskyi

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GitHub *LinkedIn* *Website*

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
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. 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

Project: HTTP Server
Technologies: C, Linux Sockets, TCP, Networking
This is a simple HTTP/1.1 server written in C. It is not fully completed and is primarily intended as a learning project. The goal is to understand the fundamentals of how HTTP servers work, including sockets programming.
Repository: https://github.com/notorious1dev/http-server

SKILLS

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

LANGUAGES

English Language (B2)

Polish Language (C1)

Ukrainian Language (C2)

Russian Language (C2)