Eryk Klebański

Software engineer with over 15 years of hands-on experience in various areas of software development. Interested in learning new technologies as well as elevating inter-personal skills. Spanish learner enthusiast.

EXPERIENCE

Self-employment

Duration: 5+ years

Developing games for Android, iOS, and Windows platforms utilizing different set of technologies based on project's requirements - C++ / Marmalade SDK, Java / Android, C# / Unity. More descriptive information can be found in the Projects section below.

Opera Software ASA

Duration: 3 years   Location: Wroclaw, Poland; Oslo, Norway

Involved in the development and maintenance of Opera browser primarily for mobile phones based on Symbian, Windows Mobile, and Android platforms as well as being part of a team responsible for creation and development of a widget-based digital store for Android-powered devices.

BenQ Mobile Poland, TietoEnator

Duration: 2 years   Location: Wroclaw, Poland

Working with different technologies relatable to mobile platform development for future phones based on Siemens propriety platform as well as on its upcoming Apoxi replacement. Involved in the development of the part of the phone's Settings feature written primarily in the C++ language.

Above that being involved in creation of a compiler with the use of Bison/Flex toolchain. The compiler's syntax and semantics were designed for Siemens' hardware and were solely based upon received specification and client's feedback.

BSc in Computer Science at WSEiA in Kielce

Duration: 3+ years   Location: Kielce, Poland

INFORMATION

Location
Poland, Sopot

Web portfolio
rixment.github.io

Contact
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SKILLS

C/C++, Java, C#, OpenGL, Shaders, Unity, Android, Kotlin, GCP, Git, JS/TS, React, Html, CSS, Sass, Golang

LANGUAGES

Polish   native
English   proficient
Spanish   lower intermediate

PROJECTS

alfavet24.pl

Webpage written for veterinarian clinic located in Rzeszow, Poland. The front-end part was created using a combination of React and Typescript as well as some third party modules such as React Bootstrap (Carousel component), Firebase Auth/Firestore (storing chat data) and nodemailer for sending an automated emails.

The project also included a chat client written in React and Electron. The communication between the website and the chat client is executed via Firebase Firestore with the help of react-firebase-hooks which trigger automatic refresh of the front-end content upon the changes occurring in the database. At the end of a chat session the client's application is responsible for sending an autoamted email to the oweners of the clinic with the chat's summary.

Rocket Craze

Arcade based game where the player builds and flies the rocket. The aim of the game is to reach the Moon by successively upgrading the rocket's components after each flight.

The creation of the game involved a vast set of skills from different areas of expertise. Every aspect of the game was solely created by me - starting from such rudimentary elements as physics-based movement, spatial partitioning algorithms, and shader's rendering and ending up at the design of graphical elements, UI behavior, and creation of music.

Putting it all together was quite a feat involving countless hours of hard work and resulted in over 3 million players enjoying the game at Google Play Store. It also has been chosen by Google for featuring in its Instant **Game of the week** and **Top 3 instant plays** programs.

Rocket Craze 3D

The sequel to Rocket Craze engrained in 3d virtual world. The aim of the game, just as in its predecessor, is to reach the Moon with a rocket gradually upgraded by the player after each flight.

Creating the game of this magnitude involved countless hours of hard work. Besides the usual work related to software engineering, in this case C#, the project required having an understanding of 3d space and math involved as well as modeling, texturing, and above all enlivening all that data using gaming technology's standards such as Unity and Luxology Modo.

The game, just as well its predecessor, was positively received by the gaming community and resulted in over 1 million players enjoying the gameplay at Googl Play Store. In addition to that it has been featured in an Instant **Game of the week** and **Top 3 instant plays** sections at Google Play Games.

World Caps League

Mini soccer arcade game with the bottle caps as a players. The aim of the game is to win the match at one of the two game-play modes: Human vs Human or Human vs CPU.

TECHNOLOGIES
Unity, C#, Visual Studio, MonoDevelop, Google Admob, Firebase, Luxology Modo, Git

PLATFORMS
Android
iOS

Round And Round

Endless type of an arcade game in which the player drives a car round the scene. The scene is set on a rotating dish which increases in speed each time the player passes through one of the gates in the brick wall. The aim of the game is to collect as many speeding tickets as possible which are admitted when passing through the gates.

TECHNOLOGIES
Unity, C#, Cg/HLSL, Visual Studio, MonoDevelop, Google Admob, Firebase, Play Games Services, Luxology Modo, Git

PLATFORMS
Android
iOS

Capitalist Tycoon

Game of an idle clicker genre in which the player has to accumulate as much money as possible within the time limitation. The aim of the game is becoming the richest person on the Google Play leaderboard.
The game's art was made by a professional artist based on the given specification.

TECHNOLOGIES
Unity, C#, Cg/HLSL, Visual Studio, MonoDevelop, Google Admob, Firebase, Play Games Services, Git

PLATFORMS
Android
iOS

Monsters love Bugs

A mobile game designed for kids originally created by a different developer and leagally aquired by me. After the acquisition the game's graphics as well as some of it's mechanics were slightly changed and yet again the game was reintroduced in Google Play Store.

TECHNOLOGIES
C++, Marmalade SDK, Visual Studio, Google Analytics

PLATFORMS
Android

Me gusta el Español

A mobile application written primarily for students of the Spanish language. Its main goal is to help them with learning and remembering new Spanish vocabulary by a consecutive repetition of words and phrases as well as listening to the pronunciation of a natively spoken language.

TECHNOLOGIES
Unity, C#, Visual Studio, MonoDevelop, Firebase

PLATFORMS
Android