Piotr Gryko

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https://github.com/seriouspig

43 SOFTWARE DEVELOPMENT STUDENT/
ARCHITECTURAL DESINGER

PROFILE

I have nearly 20 years of experience working in demanding and creative architectural industry.

I have always had strong interest in programming. Since a couple of years ago I got completely pulled into it. I´m at the point that I want to make programming my career.

SKILLS

- HTML5 / CSS3
- JAVASCIPT
- PYTHON
- FLASK
- VUE.JS
- REACT
- JAVA
- C#

LAGUAGES

- 100% Polish
- 100% English
- 90% Spanish

CONTACT

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WORK EXPERIENCE

2021
4 MONTHS

SOFTWARE DEVELOPMENT STUDENT
CODECLAN / Edinburgh, United Kingdom

Joined an intense and immersive Professional Software Development Course. Worked on various solo and team projects.

2017
4 YEARS

SENIOR ARCHITECTURAL DESIGNER
10 DESIGN / Edinburgh, United Kingdom

Leading teams of architects and designers to deliver concept, preliminary and detailed design for various size and use projects in Middle East, Asia.

2014
3 YEARS

SENIOR ASSOCIATE ARCHITECTURAL DESIGNER
JAE JIANG ARCHITECTS & ENGINEERS / Shanghai, China

Leading a team of junior staff. Working on concept, preliminary and detailed design for various size and use projects in China. Creating 3d models, visualizations and presentations.

2012
2 YEARS

SENIOR ARCHITECTURAL DESIGNER
B+H ARCHITECTS / Shanghai, China

Working on concept, preliminary and detailed design for various size and use projects in China and Singapore. Creating 3d models and visualizations. Preparing presentations.

2005
6 YEARS

JUNIOR / INTERMEDIATE ARCHITECT
TRAYNOR O'TOOLE ARCHITECTS / Dublin, Ireland

Working on preliminary design and preparing planning applications. Working on various size masterplanning projects in Ireland.

2003
2 YEARS

3D MODELER
ARC ARCHITECTURAL CONSULTANTS/ Dublin, Ireland

Creating 3d models and visualizations for visual impact statements. Assisting in surveys of protected structures.

EDUCATION

2017
1 YEAR

COMPUTER GAMES DEVELOPMENT
Edinburgh College / Edinburgh, United Kingdom

Completed one year Higher National Certifcate course in Computer Games Development including Programming Fundamentals (C#)

1998
5 YEARS

M.SC. ARCHITECTURE AND URBAN PLANNING
Technical University of Poznan / Poznan, Poland

Completed five years M. Sc. Higher education studies in the Faculty of Architecture and Urban Planning

SOFT SKILLS

CREATIVE   SELF MOTIVATED   ORGANIZED   TEAM PLAYER   COMMUNICATOR   RESPONSIBLE   MULTITASKING   FOCUSED

HOBBIES

GAME DEVELOPMENT   3D MODELING   CODING   CINEMA   SELF LEARNING

SAMPLE ROJECTS

THE WARD - REACT.JS/SPRING
https://the-ward-c50f7.web.app/

Final group project at CodeClan, developed using React.js and Java Spring Boot. Inspired by Bullfrog's 1997 hit Theme Hospital. Player is in charge of a hospital ward. Patients keep arriving into the waiting room, displaying their symptoms and overall health status. Player needs to admit the patients into the ward and based on their symptoms assign the correct specialist to treat them.

WHO WANTS TO BE A MILLIONAIRE - VUE/MONGODB
https://millionaires-c4191.web.app/

Second project developed during the CodeClan boot camp course. Based on the TV show – "Who wants to be a millionaire". 15 questions per game with varying difficulty levels. 3 life lines including 50/50, Phone a Friend and Ask the Audience. Project developed in Vue.js and MongoDB.

THE ID-EFENDER - C#/MONOGAME
https://seriouspig.itch.io/id-efencder

A solo project developed as part of my Game Development Course at Edinburgh College. A remake of the 1981 Atari's classic "Defender". The player controls a military airplane in the lovely background setting of Edinburgh and needs to defend its citizens from incoming waves of alien spaceships. Developed entirely in Monogame using C#.

THEY KEEP COMING - CONSTRUCT 3/JS
https://seriouspig.itch.io/they-keep-coming

A simple game developed for the itch.io Nokia 3310 game jam. The theme of the jam was "ON/OFF". Platform/shooter styled gameplay, where the player has to defend his house from a zombie invasion. Some of the gameplay features:

-        limited ammo with randomly spawning supplies
-        faulty power generator that randomly switches off
-        complex zombie AI

The game achieved 10th place out of almost 400 entries.

MY GOALS

LEARN   IMPROVE   MASTER