

# Bartłomiej Gordon

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Katowice, Gliwice - Poland

## OVERVIEW

Skilled computer science graduate with few years of experience in designing and developing games. Passionate about graphics and software development, that wants to improve his skills in Rendering, Game Design and Graphics API Programming.

## SKILLS

Unity, Blender, VR/AR, DoTween, Shader Graph (+HLSL), Visual Effect Graph, LINQ, Profiler, Mobile platforms optimization, NavMesh, Behavior Trees and State Machines (AI), Animation Rigging with IK, Timeline, OpenGL, Direct3D, DOTS, RapidMiner

**Programming languages:** C#, C++/C, Python, x86 Assembly

**Other skills:** GitHub, SQL, Agile, Scrum, Jira, Trello, Onboarding Juniors


**Languages:** Polish - native, English - C1

## EDUCATION

**Silesian University of Technology** October 2020 – January 2024  
*Bachelor in Computer Science – Grade: 5.0* *Specialization: Computer Graphics and Software*

**Silesian University of Technology** March 2024 – June 2025  
*Masters in Computer Science* *Specialization: Interactive 3D Graphics*

## WORK EXPERIENCE

**ItSilesia**  | *Middle Unity Developer* April 2022 - July 2023 – 1 year 3 months

My expertise includes creating VR learning simulations in Unity from initial concept to final product, based on designs provided by TransFR in areas such as: aviation, automobile and health industry.

## PROJECTS

**Pirate Rush VR** | [\[GitHub\]](#) [\[Itch.io\]](#) *C#, Unity, Oculus XR, Blender* Individual work

Arcade game based on *Fruit Ninja* developed for Oculus Quest 2 VR goggles as engineering thesis. The player's task is to slice or shoot down incoming projectiles. Game features engaging and smooth gameplay, with dynamic object destruction.

**Animal Detection** | [\[GitHub\]](#) *Python, PyTorch, SegmentationModels* Individual Work

Neural network designed to detect animals in their natural surroundings.

- Explored various encoders and configurations for optimal results.
- Developed tools for filtering generated dataset.

**Lethal Speed** | [\[GitHub\]](#) [\[Itch.io\]](#) *C#, Unity3D, Shader Graph, NavMesh* Team of six.

Action game based on *GhostRunner* with speedrunning mechanics.

- Project manager of a team.
- Implemented the weapon system, character animation, core systems, and visuals.
- Engineered an advanced enemy AI utilizing a hierarchical state machine approach mixed with NavMesh.

**Image Filter** | [\[GitHub\]](#) *x86 Assembly Language, C, C#*

Individual work.

Multithreaded high-pass filters implementation in *C* and *x86 Assembly*. Each solution kept in separate DLL for benchmark purposes.

**The Backyard** | [\[GitHub\]](#) [\[Itch.io\]](#) *C#, Unity2D, Trello, Git*

Team of five.

Isometric resource management game set in a kid's treehouse, featuring childhood outdoor games. Created during a 48-hour GameJamPlus event.

**Electro Exile** | [\[GitHub\]](#) [\[Itch.io\]](#) *C#, Unity, Git, Trello*

Team of six.

Game where you control a battery that must manage its stored electricity while navigating through a world filled with objects that drain its power. 3rd place winner at BEST IT Festival - game jam.

**Custom Unity Package** | [\[GitHub\]](#) *C#, Unity, Git*

Individual Work

Unity package for starting new project with tools like:

- scene changer,
- project folders set-up,
- serializator of data to JSON.
- and many more...

## ACTIVITIES

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**Scientific Club of Graphics, Vision and Computer Games**  | October 2020 – January 2024

Participated in a university club specifically focused on computer graphics and game development.

**University PBL (Project Based Learning)**  | *Developer* | October 2021 – February 2022

Application using Kinect sensor for the National Institute of Oncology. The goal was to improve the lives of elderly individuals through rehabilitation opportunities.

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*Wyrażam zgodę na przetwarzanie moich danych osobowych dla potrzeb niezbędnych do realizacji procesu rekrutacji (zgodnie z ustawą z dnia 10 maja 2018 roku o ochronie danych osobowych (Dz. Ustaw z 2018, poz. 1000) oraz zgodnie z Rozporządzeniem Parlamentu Europejskiego i Rady (UE) 2016/679 z dnia 27 kwietnia 2016 r. w sprawie ochrony osób fizycznych w związku z przetwarzaniem danych osobowych i w sprawie swobodnego przepływu takich danych oraz uchylenia dyrektywy 95/46/WE (RODO).*