

Szymon Spiesz

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Portfolio: <https://szymonspieszportfolio.wordpress.com/>

PERSONAL PROFILE

A Bachelor of Science with first class honours in computer science and soon to be a Master of Science in the field of high-performance graphics and games engineering. Currently looking for a position in game development industry which will utilize knowledge gained in the past few years and allow for a further self-development.

TECHNICAL KNOWLEDGE AND SKILLS

- C++
- OpenGL
- GLSL
- Good grounding in 2D, 3D graphics theory and math
- Python
- Java

EDUCATION & QUALIFICATIONS

University of Leeds – MSC High-Performance Graphics and Games Engineering 2019 – 2020

Modules: Foundation of Modelling and Rendering, Parallel and Concurrent Programming, High-Performance Graphics, Geometric Processing, Game Engines and Workflow, Animation and Simulation

MSc Project: “Self – Illuminating Explosions” – physics-based model of explosion and illumination technique.

University of Bradford - BSC Computer Science (First-Class Honours) 2016 - 2019

BSc Project: “Polygon Triangulation” – application for drawing and triangulation of convex polygons.

Konarski Secondary School - Oswiecim, Poland

2013 – 2016

Extended curriculum in Mathematics, computer science, and geography.

Equivalence of GCE A Levels: Mathematics (92%), Polish (56%), basic English (100%), extended English (74%) , extended Geography(62%).

ADDITIONAL INFORMATION

Languages: English, Polish