

# Jakub Czaja

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Portfolio

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# About me

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I'm a computer science student at Lodz University of Technology. I've always wanted to make games, so during my studies I've created some of them. Most of them are small, one-off projects, made either for fun or for classes (mostly for fun)

Here are some of them.

# Astro Monkey

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Sci-fi top-down shooter featuring monkey, aliens and bananas.

Created with two of my colleagues (Maciej Nabiałczyk and Artur Mokrosiński) using Monogame framework (C#)

The player takes control over monkey traveling through space on it's spaceship, B7. The monkey was sent to Mars by ancient Egyptians with the task of taking care of martian crops. Unfortunately due to shortage of nuts (the ships fuel and coincidentally the favorite snack of the only crew member) the ship starts going off-course. After a few months of banana consumption and drifting through space the ship comes into contact with hostile aliens driven by sick desire to destroy anything that contains even slightest traces of bananas

Armed with conventional and biological weaponry brave monkey explores the ships corridors and lays waste to countless aliens (while consuming more bananas)

# Astro Monkey



# Astro Monkey



# Astro Monkey





# Untitled game

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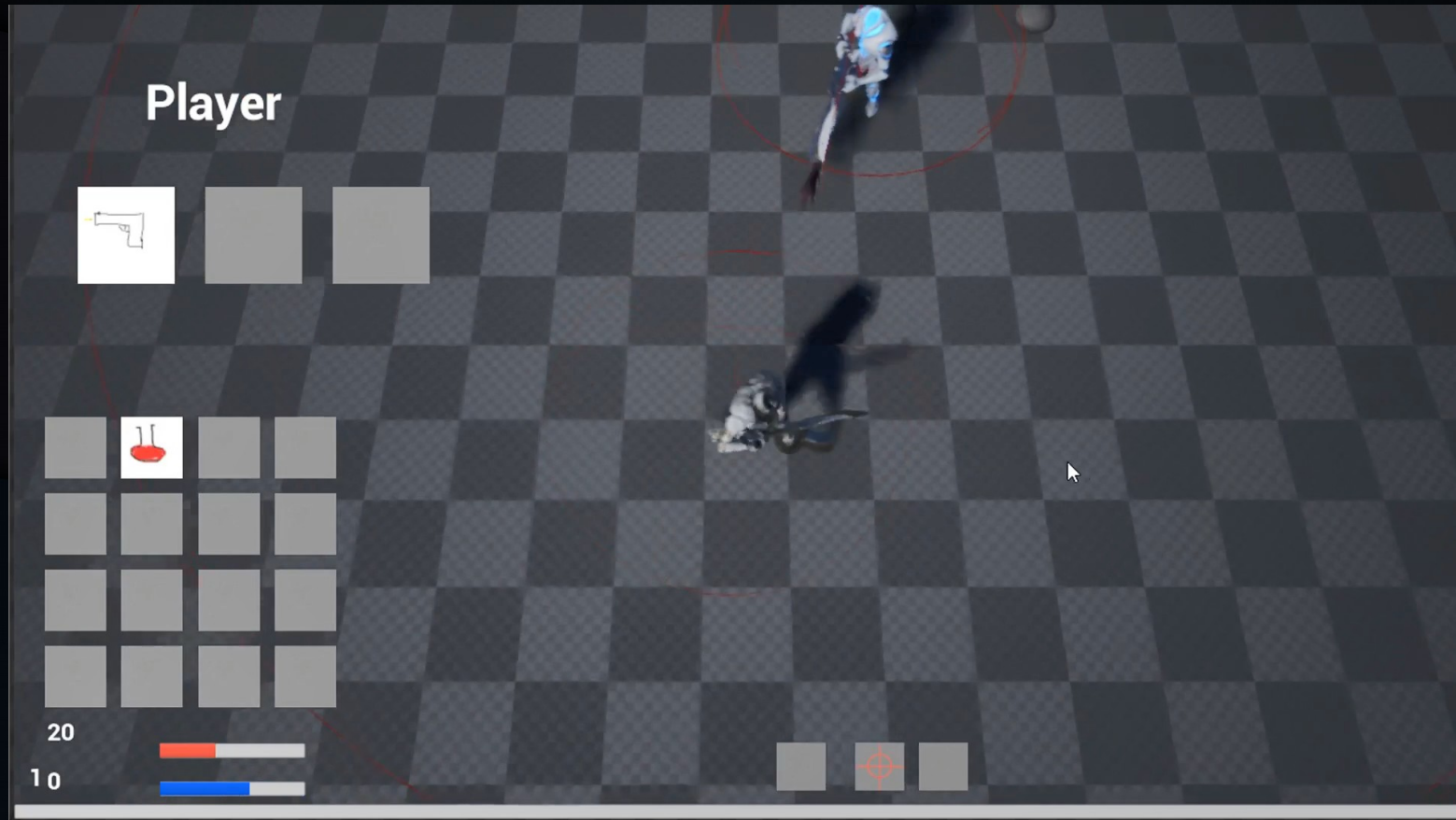
First Unreal Engine game I have created.  
Simple Hack'n'Slash prototype. Served as a  
playground for learning the engine.

# Untitled Game





# Untitled Game



# Battle Tanks

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Bigger and better UE4 project.

Tank simulator game. Player controls a tank with physics driven movement and projectiles.

Created by following and modifying an UE4 course by Ben Tristem

(<https://www.udemy.com/user/gamedevtv/>)

# Battle Tanks



# Battle Tanks



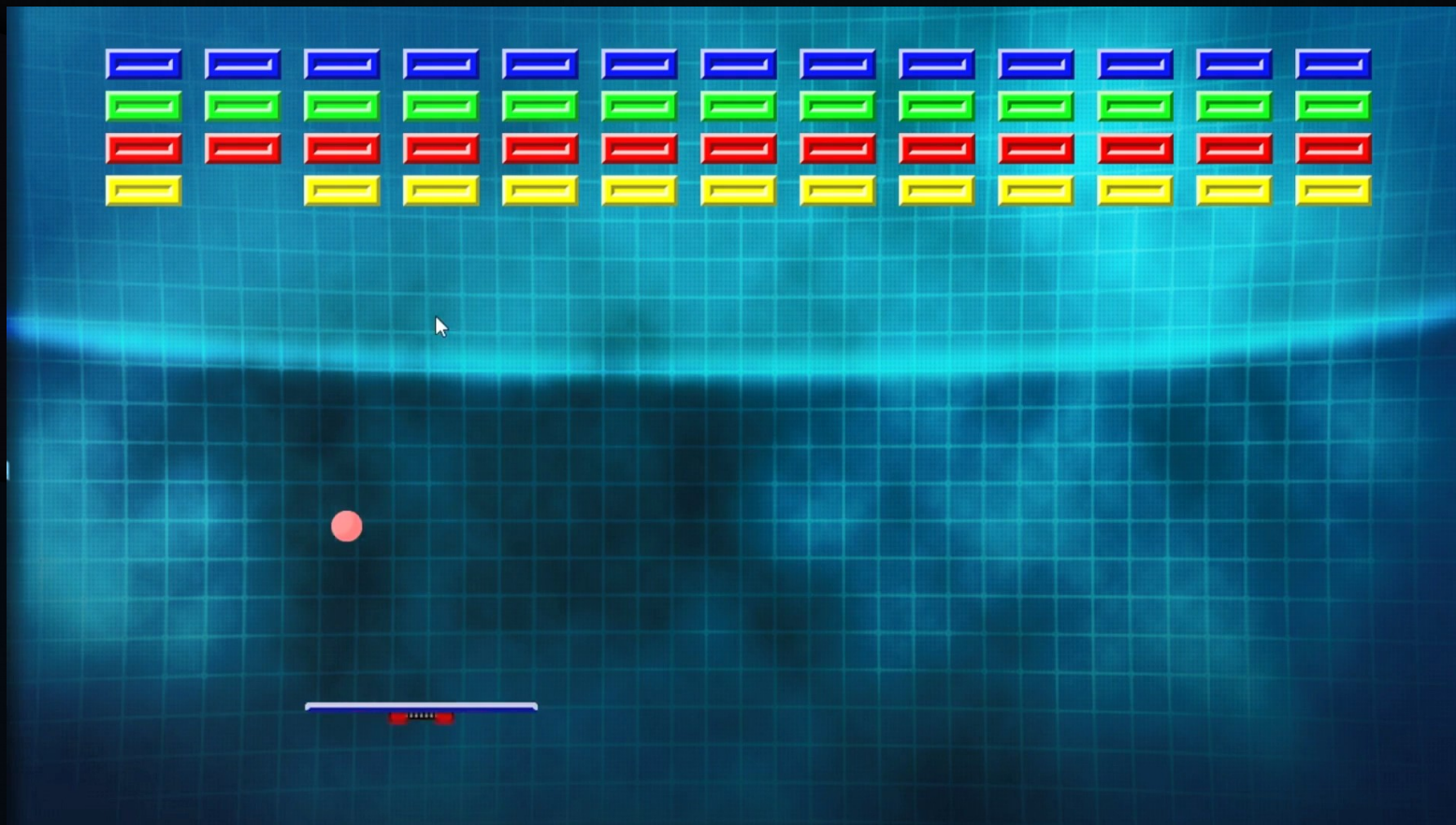


# Arkanoid

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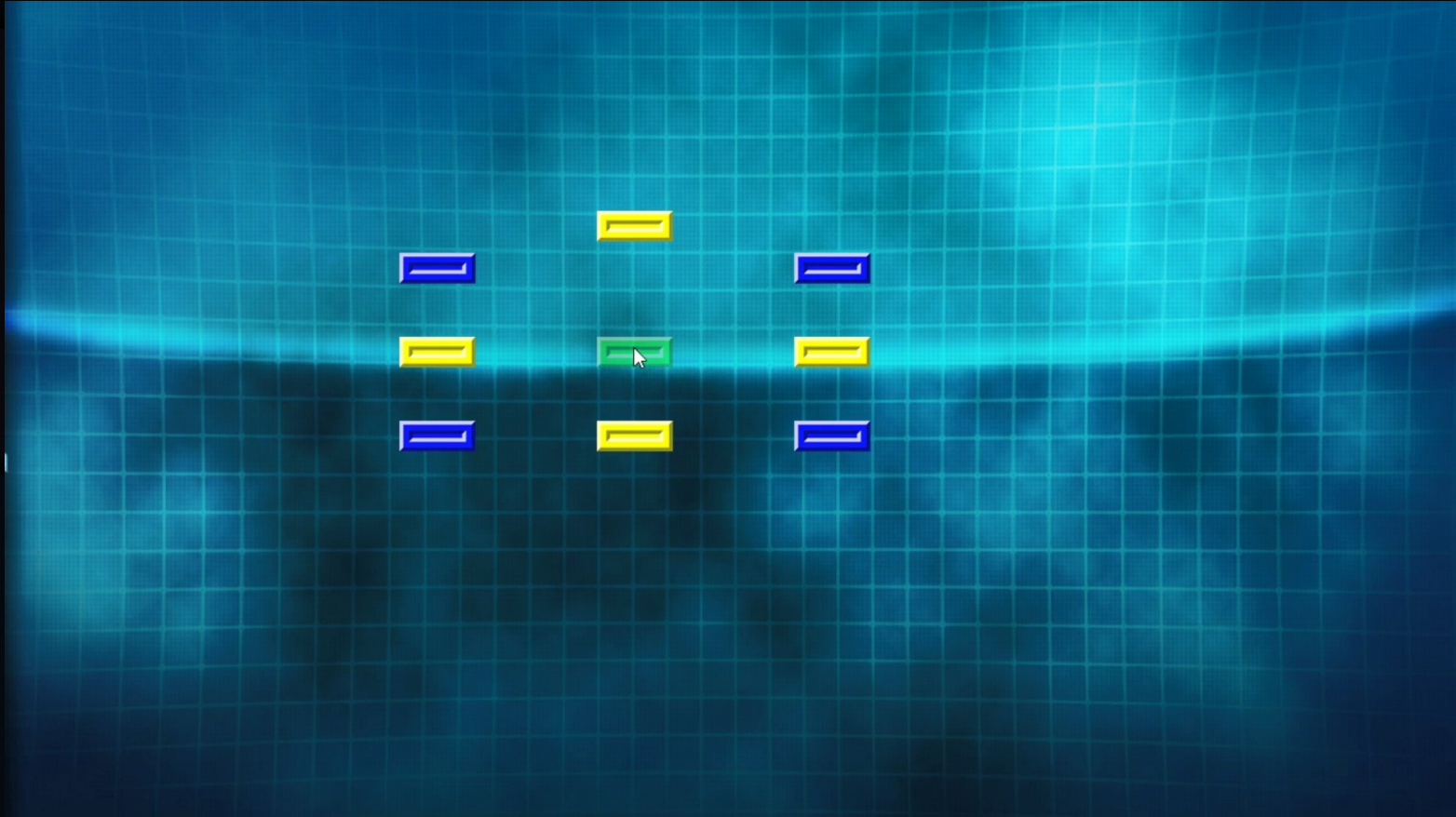
Simple Arkanoid clone game. Made using SFML library in C++. As an extra has an external level editor tool.

# Arkanoid





# Arkanoid (level editor)



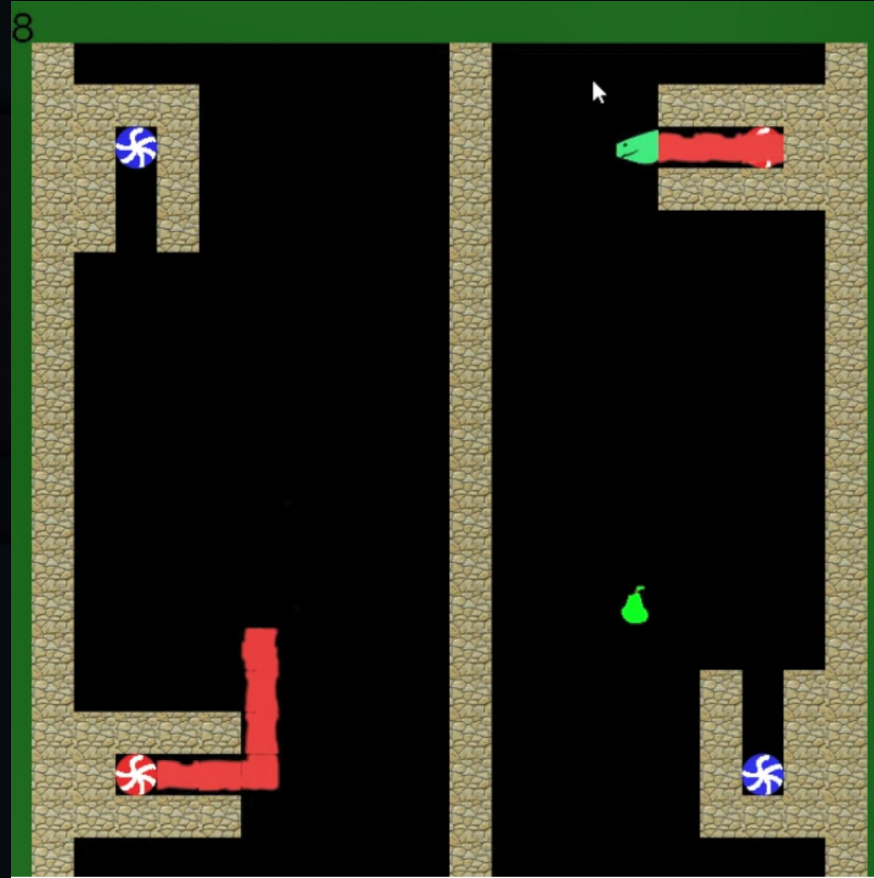
# Snake

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Over the years the snake game has become a benchmark for me. Every time I have learned a new language or framework I would almost always make a snake game.

Below is a snake made in Java

# Snake (Java)



That is not a complete set of my works. None of my projects were made with putting them in a portfolio, most of them have been lost somewhere along the line. Of course I have also done projects that aren't games.

Feel free to contact me at [kuba.jakub17@gmail.com](mailto:kuba.jakub17@gmail.com) and see my video portfolio at <https://youtu.be/QQMU9OAWIq4>