

Name: **Witold Gawlowski**                      Nationality: **Polish**  
Born: **14.10.1991**                      Mobile number: **+44 7491326945**  
Email: **witek.gawlowski@gmail.com**

### Education:

Goldsmiths, University of London, **MSc in Game Engineering**, 2016 — 2017, excellent marks thus far  
Jagiellonian University<sup>1</sup>, Kraków, Poland, **BSc in Theoretical Computer Science**, 2011 — 2016, 4/5 Degree  
Jagiellonian University, Kraków, Poland, **BSc in Theoretical Physics**, 2010 — 2015, 5/5 Degree  
V High School in Kraków<sup>2</sup>, Poland, **Maths/CS Class**, 100% from Physics final high school examination

### Skills (details/experience):

<b>Algorithms and Data Structures</b>	5 year in depth studies with weekly assignments for school and university as well as two summer programming camps. All programs automatically tested for performance and correctness. Over 200 solutions in total. Placed 5th in national programming competition joined by over 200 competitors.
<b>Maths and Applied Physics</b>	Excellent Grades during BSc in Physics. 9th Place in National Physics Olympics, In depth knowledge in Optics, Mechanics and Mathematical Methods in Physics. Good understanding of quaternions.
<b>Unity3D</b>	4 personal side projects, each above 1.5 lines of code, 3 month internship in <i>Polyslash</i> .
<b>Unreal Engine 4</b>	3 University Projects, two in C++ (overriding engine classes), one for VR in blueprints.
<b>C++</b>	Two courses dedicated solely to this language; decent knowledge about C++11 and 14 features such as rvalue references.
<b>OpenGL</b>	Two ray tracers developed over 3 weeks' work, full time.
<b>Git</b>	Multiple personal projects, ~10 team projects involving pull requests and using command line.
<b>Java</b>	Full university course dedicated to Java; project; multiple multithreading applications.
<b>Assembly</b>	~15 programmes including SIMD image processing and quicksort optimized to reach target number of processor cycles.
<b>LUA</b>	3 games, above 1k lines each featuring local network gameplay and inheritance implementation.
<b>Python 3.3</b>	Team project: dungeon generation using Autodesk FBX.
<b>C#</b>	University course dedicated to C#, Multiple Unity Projects, internship.
<b>Photoshop</b>	Basic knowledge and proficiency in majority of features.

### Experience:

- Internship in *Polyslash*, small game development studio, Kraków, Poland  
Unity 3D, C#, February 2016 - April 2016 (3 months)
- Internship in GSI Helmholtz Centre for Heavy Ion Research, Darmstadt  
C++ programmer, high energy particle simulations, June 2016 - August 2016 (3 months)
- Global Game Jam 2015, placed 9/20 in local competition
- Slavic Game Jam 2016, successfully completed a game which is now available on Google Play

### Interests and others:

- Sports. I played basketball and later ultimate frisbee regularly for about 10 years.
- Cinema, which I consider a great way to keep the humanistic part of a programmer alive.
- I also maintain a programming/self development blog, featuring over 100 posts.

<sup>1</sup> Ranked 7<sup>th</sup> in [East European and Central Asia](#) Top Universities

<sup>2</sup> Ranked 5<sup>th</sup> in the [ranking of best Polish high schools](#).