

Name: **Witold Gawłowski** Nationality: **Polish**
Born: **14.10.1991** Mobile number: **+44 7491326945**
Email: **witek.gawlowski@gmail.com** Specialization: **Junior Tools/Graphics Programmer**

Education:

Goldsmiths, University of London, **MSc in Game Engineering**, 2016 - 2017, Excellent Marks thus far
Jagiellonian University¹, 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 Highschool in Kraków², Poland, **Maths/CS Class**, 100% from Physics final high school examination

Skills (details/experience):

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

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, June 2016 - August 2016 (3 months)
- Global Game Jam 2015, placed 9/20 in local competition after having teamed up with just-met people and learning JavaScript during the competition. Discovered "new" mechanics later identified as Hidden in Plain Sight.
- 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 great way to keep humanistic part of a programmer alive.
- I maintain programming/self development blog, featuring over 100 posts.

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

² Ranked 5th in the [ranking of best polish high schools](#).