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Programming languages

- C# (Good)
- C++ (Basic)
- Python (Basic)

Abilities

- Unity
- Git
- Blender
- Adobe Premiere
- Adobe Photoshop
- TweetDeck
- Polish language (Native)

Achievements

Global Game Jam

- 2015
- 2016 (winner)
- 2017 (winner)
- 2018
- 2019

Gaming Journalism Awards -
Semi-finalist

Work experience

Microsystem - Project Specialist (07.2019 -06.2020)

INZNAK Project:

- Creating an interactive application to certain specifications to showcase the idea behind the project using Unity engine

Muse Games - Showcasing (2018 - 2019)

Showcasing at events:

- Games Anglia 2018 (Hamsterdam)
- EGX Rezzed 2019 (Embr, Hamsterdam)
- Casual Connect London 2019 (Hamsterdam)

Big Boss Battle - Games journalist (2019 - *)

Duties:

- Writing reviews and features about independent games
- Working with editors to maintain quality of pieces
- Using WordPress to publish the articles

Viking Potatoes - Programming intern (09.2017-06.2018)

Duties:

- Working with Barok Engine
- Creating AI behaviours
- Creating visual scripts
- Showcasing at the PGA 2017 event (8Suns)

Education

Coventry University - Games Technology BSc (2015-2019)

1st with Honours

Example modules:

- Advanced Games Programming - 1st (75%)
- Games and AI - 2.1 (68%)
- Concept Development for Games Design - 1st (71%)

14 Liceum Ogólnokształcące in Gdynia (2012-2015)

A-Level equivalent:

- Maths - 92%
- IT (Advanced) - 76%
- English (Advanced) - 96%