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Programming languages

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

Abilities

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

Achievements

- Global Game Jam
 - 2015
 - 2016 (winner)
 - 2017 (winner)
 - 2018
 - 2019

Work experience

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 - Gaming reviewer (2019 - *)

Duties:

- Writing reviews of independent games
- Using WordPress to publish the articles

Cards For Good Causes - Floor manager (10.2018-01.2019)

Duties:

- Running day-to-day operations, restocking, placing orders
- Working behind the till and assisting customers

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)

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%