

CURRICULUM VITAE

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Skills and knowledge

Legend:



90% - idiomatic knowledge and writing skills

70% - comprehensive knowledge and ability to write correct programs





50% - ability to write correct programs


30% - able to read and reason about most constructs

10% - able to understand the basic idea behind a language/technology and recognize some constructs








Programming Languages	Projects	Honor & Awards
<p>C#</p>  <p>(90%)</p>	<ul style="list-style-type: none"> WorkplaceProtect, application for authentication and security management of PC, including handling of external biometric sensors (Fingerprints, PalmVeins, FaceRecognition, SmartCard) WorkplaceManager, central hub for managing and secure PCs in large corporation environment City hack, game written during GGULIVRR in 2 weeks in international team of students from all around world (offline in Lodz) Revolutionary Wave, game written during Global Game Jam competition (project had to be written within 48h) in an on-site formed team of 5 developers and artists (any of them had not previously worked together) Hawking, game written during Speed-Game-Session (24h) in Unity featuring real-time multiplayer Platform game, written during Speed-Game-Session (24h) as introduction to Unity (in team of 2). Simple RTS, game written during Speed-Game-Session (24h) in XNA, also featuring real-time multiplayer (manual UDP packet manager) ShoperDumper, application for e-shop for collecting and printing order labels for shipment, collect data from database and present reports of sales Fool's Carrot, a game written during Global Game Jam competition (48h) in C#/XNA, scoring 2nd place overall. 	<ul style="list-style-type: none"> Microsoft Certified Professional (2017) Microsoft Specialist in C# (2017) The best in Lodz in .NET (Lodzki Test IT 2014) 2nd Place in Global Game Jam (2010)
<p>C++</p>  <p>(90%)</p>	<ul style="list-style-type: none"> Pixie Engine, game framework powering up Kosek.com games, open sourced since 4th revision Magician's Apprentice, in-house 2,5D OpenGL game, successfully greenlit on Steam Drakan 10th Anniversary, overhaul renderer for 1998 game Drakan: Order of the Flame. DirectX 6.1/9.0c Pixel Effect - freeware Mass Effect de-make/parody for mobiles and desktop (never released due to copyright reasons) Dark Wars, 7-day 3D shut-em-up game in C4 engine Hidden Object Engine (HOE): game-engine for developing series of adventure games for PC/IPAD/Nintendo DS. Released titles: <ul style="list-style-type: none"> Linda Hyde: Vampire Mansion Linda Hyde: Angel Code 1001 Touch Games Lost Dream: freeware 30-day hex-based strategy game (2D + SDL) 	<ul style="list-style-type: none"> C++ Certified Associate Programmer (CPA 2017) The best in Lodz in C++ (Lodzki Test IT 2016) The best in Lodz in C++ (Lodzki Test IT 2015) Recognition for high results in Potyczki Algoritmiczne contest (2013) 4th place as student and 9th overall in Poland-wide contest organized by Technical University of Gdansk, involving writing artificial intelligence for given computer game (2006)

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<p>ActionScript 3.0</p>  <p>(70%)</p>	<ul style="list-style-type: none"> • Book of Infinite Tales, as3-based online game (non-public beta available) • Art thief: search & destroy (unavailable online due to Google policy changed), now-defunct tool for searching stolen images from online galleries using Google Image Search API calls
<p>HTML5 + CSS3 + Javascript</p>  <p>(60%)</p>	<ul style="list-style-type: none"> • Book of Infinite Tales port for modern mobile platforms (in progress). See above • Retrospective, narrative game written during GGULIVRR in 2 weeks in international team of 4 developers and 2 non-developers. • Riddles of the Sphinx, cordova-based mobile app featuring random generator for riddles (producing about millions different riddles) • Photoshop plug-in for artists during Hidden Object Engine project. See above • LogicGen, online generator used as warm-up for the mentioned above game • Microsoft exam 480 passed • Very high marks on Retrospective during sum-up of GGULIVRR project
<p>PHP + MySQL</p>  <p>(60%)</p>	<ul style="list-style-type: none"> • Revision (in progress) of Smocze Strony, one of the oldest fantasy-related portal in Polish Internet (ranging back to 1997). • Online-quest-debugger for Book of Infinite Tales, allowing simulating various scenarios (including different player character setup, different outcome of random encounters, etc.) • Golden Dragon, now-defunct browser based MMORPG, with 5,000+ players. Developed in a team of 4 • Official webpage of Przegląd Wlokienniczy journal webpage, including build-from-scratch administrator panel • Various webpages for medical journals and science conferences, done on contract for Oficyna Wydawnicza MA
<p>Windows Batch</p>  <p>(60%)</p>	<ul style="list-style-type: none"> • Various build scripts, including Pixie Engine scripts

Paradigms & Domains	Projects	Honor & Awards
<p>Imperative/Procedural</p>  <p>(90%)</p>	<ul style="list-style-type: none"> • Drakan 10th Anniversary (C++, see above) • Pixel Effect (C++, see above) • Retrospective (HTML5, see above) • Riddles of the Sphinx (HTML5, see above) • LogicGen (HTML5, see above) • Debugger for Book of Infinite Tales (PHP, see above) • Golden Dragon (PHP, see above) 	
<p>Object-oriented</p>  <p>(90%)</p>	<ul style="list-style-type: none"> • WorkplaceProtect (C#/WPF, see above) • WorkplaceManager (C#/WPF, see above) • Simple RTS (C#/XNA, see above) • ShoperDumper (C#/WinForms, see above) • Fool's Carrot (C#/XNA, see above) • Magician's Apprentice (C++, see above) • Pixie Engine (C++, advanced OOP design, see above) • Dark Wars (C++, advanced OOP design, see above) • Lost Dream (C++, see above) 	<ul style="list-style-type: none"> • The best in Lodz in OPP (Lodzki Test IT 2016)






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Event Driven  (70%)	<ul style="list-style-type: none">• WorkplaceProtect (C#/WPF, see above)• WorkplaceManager (C#/WPF, see above)• ShoperDumper (C#/WinForms, see above)• Book of Infinite Tales (ActionScript 3.0, see above)
Data Driven  (60%)	<ul style="list-style-type: none">• Revolutionary Wave (C#/Unity, see above)• Hawking (C#/Unity, see above)• Platform game (C#/Unity, see above)
Security  (60%)	<ul style="list-style-type: none">• WorkplaceProtect (Encryption of user data and communication protocols, see above)• WorkplaceManager (Secure flow of information, see above)
Networking  (50%)	<ul style="list-style-type: none">• Hawking (RealTime Unity, see above)• Simple RTS (C#/low-level packets, see above)• ShoperDumper (High level REST API, see above)• P2 (tech demo of unreleased grand strategy game, turn-based multiplayer via raw TCP sockets)• DeviantArtBatchDownloader (simple CLI tool to batch-download arts from DeviantArt. It supports art lookup via REST api)• Microsoft Technology Associate: Networking Fundamentals
Database (SQL)  (50%)	<ul style="list-style-type: none">• WorkplaceManager (MS SQL database back-end, see above)• Book of Infinite Tales (central MySQL database for users' characters)• Smocze Strony (MySQL database back-end, see above)• Golden Dragon (MySQL database handling hundreds of concurrent users)• Przegląd Wlokiennicy (simple MySQL database for webpage)• Various webpages' databases MySQL for Oficyna Wydawnicza Ma
Resource Constrained  (50%)	<ul style="list-style-type: none">• Pixel Effect (Amiga-emulator port as April's Fool joke, see above)• Linda Hyde: Vampire Mansion (run on Nintendo DS with 4 mb of RAM, see above)• Linda Hyde: Angel Code (run on Nintendo DS on 4 mb of RAM, see above)• 1001 Touch Games (run on Nintendo DS on 4 mb of RAM, see above)
Database (noSQL)  (10%)	<ul style="list-style-type: none">• Unrevealed project based on MongoDB database (BSON) (2018)

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Frameworks	Projects	Honor & Awards
<p>Windows Forms</p>  <p>(90%)</p>	<ul style="list-style-type: none"> • ShoperDumper (C#/WinForms, see above) • Pixel Effect editor (Modding tool for Pixel Effect game) • Various tools for Hidden Object Engine (including tools for translators, scene validator, scene memory usage estimator) 	
<p>WPF</p>  <p>(70%)</p>	<ul style="list-style-type: none"> • WorkplaceProtect (C#/WPF/XAML, see above) • WorkplaceManager (C#/WPF/XAML, see above) 	
<p>WinAPI</p>  <p>(60%)</p>	<ul style="list-style-type: none"> • Pixel Effect (Low level platform support, see above) • Drakan: 10th Anniversary (hooking WinAPI/DirectX dll calls, see above) 	
<p>Unity Engine</p>  <p>(60%)</p>	<ul style="list-style-type: none"> • Revolutionary Wave (48h contest game, see above) • Hawking (24h Speed-Game-Session game, see above) • Platform game (24h Speed-Game-Session game, see above) 	
<p>OpenGL / DirectX 9.0c / SDL 2.0</p>  <p>(60%)</p>	<ul style="list-style-type: none"> • Magician's Apprentice (2.5D OpenGL renderer based on SDL 2, see above) • Pixie Engine (Both OpenGL and DirectX renderers are available in revision 3, see above) • Drakan: 10th Anniversary (Translating DirectX 6.1 DLL calls into DirectX 9/0c calls, injecting shaders, see above) 	
<p>Flash</p>  <p>(50%)</p>	<ul style="list-style-type: none"> • Book of Infinite Tales (Flash-based front-end for server, see above) 	

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Tools	Projects	Honor & Awards
<p>Visual Studio</p>  <p style="text-align: center;">(90%)</p>	<ul style="list-style-type: none"> • Most of above, including all C++/C# • Used with Unity as external coding editor • Wiring up custom tools • Wiring up custom build system (Pixie Engine, Magician's Apprentice, Drakan: 10th Anniversary) 	
<p>ANT</p>  <p style="text-align: center;">(70%)</p>	<ul style="list-style-type: none"> • Pixie Engine (both wired to Visual Studio and independent) • Magician's Apprentice (used to build all versions on all platforms) 	
<p>Git / TFS / GitHub</p>  <p style="text-align: center;">(60%)</p>	<ul style="list-style-type: none"> • TFS/Git for WorkplaceProtect / WorkplaceManager • Git used in all personal projects since 2016 • Github regular user since 2017 (registration date 2013) 	
<p>Visual Studio Code</p>  <p style="text-align: center;">(60%)</p>	<ul style="list-style-type: none"> • Used for Pixie Engine (since 4th revision) 	
<p>SharePoint SharePoint Designer</p>  <p style="text-align: center;">(20%)</p>	<ul style="list-style-type: none"> • Used in FIT (Fujitsu Interview Tool) 	

Professional Experience

2016-present – R&D Senior Software Developer at Fujitsu Technology Solutions Sp. z o. o.

Programming applications related to cyber security, user authorization and authentication (C#/WPF/XAML/Active Directory), implementing new features, conducting internal programming training, remote cooperation (team composed of employees in Poland, Germany and Finland), strong emphasis on self-reliance, using modern developer tools. Official **Fujitsu Brand Ambassador** since **2017**

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2013-2016 – Sole proprietorship (official Business started at July, 2015)

Developing games for Android (C++/PhoneGap), browser (ActionScript 3.0/HTML 5/PHP) and PCs (own OpenGL based framework written in C++), creating 3D animations on contract, creating CG graphics for TV movie "Zagłada Ziemiaństwa Polskiego" (3ds max), creating Windows Forms application for e-commerce (C#), conducting gamedev workshop at University as member of student association (2014-2016)

2010-2011 – Teyon/Destan Entertainment

Developing gameplay (C++), tools (C#/C++/Javascript), 3 shipped titles (PC/iPad/DS/DSiware/3DS platforms)

2007-2010 – Focused on learning

Finalizing high school, attending classes at university

2006-2007 – Contract work for publisher "MA"

Creating and administrating web pages of medical journals and conferences (LAMP platform)

Education

2018 Bachelor's degree IT course at University of Lodz completed scoring average mark 5.0 out of 5.0 (higher the better) for all classes of two last years.

2005-2008 – 12th High School in Lodz, mathematic/computer science class

Key Successes

2018 – Bronze Award in Fujitsu for co-creating FIT (Fujitsu Interview Tool) system (SharePoint/SQL Reporter)

2018 – Speaker at InfoMeet Katowice (From buffer overruns to Meltdown; How safe is your online ID?)

2018 – Written new and reviewed all existing questions for C++ for Lodz's IT Test 2018 on behalf of Fujitsu (therefore I was excluded for participating)

2018 – Speaker at .NET meetup (Metaprogramming in C++: The magic of templates and macros)

2017 – Speaker at Skills for Innovation conference (How to break your software one version at the time?)

2017 - Participating at GGULIVRR again (interdisciplinary international team project GGULIVRR, during which students from different countries worked together on-site in Lodz on series of games related to academic city). Creating game in Unity, technical team leading, presentation and strict by-process reporting to mentors.

2017 – Speaker at .NET meetup (introduction to using .NET for games)

2017 – Third place among all Lodz's IT students in Lodz's IT Test contest achieved again. Awarded the best C++ programmer among students in Lodz in 2016

2016 – Third place among all Lodz's IT students in Lodz's IT Test contest. Awarded the best C++ programmer among students in Lodz in 2015

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2015 – Participating and very high review grades (no places were given during event) during interdisciplinary international team project GGULIVRR, during which students from different countries worked together on-site in Lodz on series of games related to EC-1 (Lodz's Thermal Power Plant being converted to high-tech museum). Leading tech team of four (Vietnamese, Irishman, Dutchman and Belgian), creating game in web environment, presentation and strict by-process reporting to mentors.

2015 – The most “kudo-cards” received in Lodz edition of Java Code Retreat 2015 (awarded by participants to people they found out working with during event most pleasing)

2015 – 20th place overall in Lodz's IT test. Awarded the best in .NET among students in Lodz in 2014. Also awarded the best in OOP among students in Lodz in 2014.

2014 – The best result in Poland in contest ran by Japanese company Rococo, offering completing master thesis in Japan. Resigning from moving to Japan due to personal reason.

2013 – Recognition for high result in rank B of Algorithmic Duels of 2013

2012 – Developed in team of two fan add-on for Drakan: Order of the Flame catching calls for DX 6.1 and translating them to DX 9.0c with shader injection, allowing cutting edge special effects unobtainable for games made in 90s, without access to original source code.

2010 – Second place (as team) in KrakJam, polish edition of Global Game Jam event, involving writing computer games on given subject in strict 48h timespan (*Fool's Carrot* game, C#/XNA)

2009 – Conducting game-prototyping workshops for high school students during open days of University of Lodz

2006 – 4th place as high school student and 9th overall in Poland-wide contest organized by Technical University of Gdansk, involving writing artificial intelligence for given computer game

2006 – 2008 – leading the team of four as core developer in indie game “Golden Dragon”, now-defunct browser based MMORPG build in PHP solely on homebrew technology (35,000 lines of code, 5,000 registered players)

Additional Courses

2017 – Usability: rules for designing user interfaces

2016 – Running a SCRUM project

2009 – Course related to terminology, forms and good practices of social works

2007 – 10 month-length movie making course, including scriptwriting, film montage, basics of director work

2004 – Flash 5 course, first experience with actual code writing

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Languages

English – B2/C1 level

Russian – A1 level

Sport / Hobby

Modern archery

Fantasy

Creating art (<https://stray-soul.deviantart.com>)

I hereby agree for my personal data, included in my job application, to be processed in line with the needs of recruitment, in accordance with the Law on Personal Data Protection of 29 August 1997 (Law Gazette from 2002, No.101, heading 926, as amended).