

Personal information

Objective

To further develop programming skills, learn new techniques, and solve challenging problems.

About myself

Passionate game developer seeking challenging work. Always up-to-date with recent technology and most efficient programming techniques. Keen on low-level programming and shader development.

Programming and technical skills

Operating systems

Windows	■■■■■	Mac OS	■■■■■	BeOS	■■■■■
Linux	■■■■■	BSD	■■■■■	FreeBSD	■■■■■

Programming languages

C	■■■■■	PHP	■■■■■	Java	■■■■■
C++	■■■■■	Assembly	■■■■■	Python	■■■■■
Cg/HLSL	■■■■■	GLSL	■■■■■	Lua	■■■■■

Application Programming Interfaces

WinAPI	■■■■■	SDL	■■■■■	RakNet	■■■■■
OpenGL	■■■■■	OpenAL	■■■■■	OpenCV	■■■■■
Direct3D	■■■■■	Ogre3D	■■■■■	irrLicht	■■■■■

Education

2002-2005

english philology

Teacher Training College of Foreign Languages in Stry Tomysl

currently

information technology

Humanities and Management University of Gniezno

Relevant experience

2003-2010

Various personal video game projects

currently

3D programmer

Perfect Games Studio