

Curriculum Vitae C# developer

Pawel

Date/Place of birth

1983, Wroclaw, Poland

Nationality

Polish

A FEW WORDS ABOUT MYSELF

I got 10 years of professional experience in developing cutting edge applications. I have participated in a vast variety of projects – from scientific research projects, through web applications to AAA class computer games. Solving problems quickly, efficiently and with great innovation is my strongest point. I'm an experienced software architect and team leader.

EDUCATION

Graduated from the Technical University of Wroclaw, Poland, in 2007 with a Master's degree in Robotics

LANGUAGES

Polish	Native
English	Excellent
German	Excellent

PROFESSIONAL CAREER

Date	Employer
2010 - 2011	<p>I'm the founder of the Smiling Creatures independent game development studio. We have two products so far:</p> <ul style="list-style-type: none">• Dance Time game is the world's first real dancing game for iPhone and iPod touch. The game dictates player dance steps and (thanks to our motion analysis technology) recognizes if they are danced correctly. I was the producer and the lead programmer in the project. The game is available on App Store. Game's website: http://dancetimegame.com

- Jump High – Unreal 3 engine based iPhone/iPad action game. The game is currently under production.
- 2009 – 2011 Deutscher Wetterdienst (<http://www.dwd.de/>) – work for the project NinJo on the system used for automatic satellite photo analysis and comparisons. I had the role of the chief architect and also the leader of the engineering team.
- 2007 – 2009 Techland (www.techland.pl) – work at first as a senior multiplayer game and engine programmer for the Warhound game and the Call of Juarez: Bound in Blood game and then as a lead architect for the multiplayer part of the Dead Island game (still under production, to be released in 2011 on PC, Xbox 360 and Playstation 3). Call of Juarez: Bound in Blood is already published and available on PC, Xbox 360 and Playstation 3.
- 2007 Research and implementation work of Wroclaw (Poland) traffic weight monitoring system. System is used for measuring and analyzing all incoming and outgoing city traffic.
- During University:
- 2005 – 2007 Spalook (www.spalook.com) – design and development of shopping software and marketing tools
- 2004 – 2005 Work in the team creating software for Polta Logistics corporation (www.polta.pl) including 3D Computer Assisted Design tools for building warehouses, automatic warehouse content placement, visualization and optimization of global shipping
- High School and earlier:
- 2001 – 2003 eActive (www.eactive.pl) – web applications software developer
- 1998 – 2004 Some freelance jobs, including web applications and software utilities
- 1989 till now Non-commercial game programming adventure that I have began at the age of 6

SOME EXAMPLES OF NOT JOB-RELATED PROJECTS

Approx. Date	Project
2009	Brain training game with dozens of mini games, custom training plans and many unique features - producer, lead programmer
2009	A web search engine intended to give answers to questions formed in natural human language (home research project with promising results, still under development)

2008	Dreamland Galaxies game (PC, Xbox 360) – producer of the homemade game
2007	Ghost Ball game (PC) – 3D football like game with an innovative AI – self made
2006	Zelazko – a sumo robot that has placed second in the Forth Open Sumo Robot Competition of Poznan
2005	Innovative camera based laptop self positioning system
2005	LARS2 – second version of the LARS mini sumo robot; this one has placed first in the Second Open Mini-sumo Robot Competition of Wroclaw)
2004	LARS – a mini sumo robot
2003	Self made rendering engine for Quake 3 levels
2002	Scoch – a 2D top-down view shooter with multiplayer support

AWARDS

2006	Second place at the forth Poznan Open Sumo Robot Competition for robot Zelazko, developed with 4 friends
2005	First place at the second Wroclaw Open Mini-Sumo Robot Competition for the robot LARS2 developed with 3 friends
2003	Bronze medal at the Choir Festival of Greece

PROGRAMMING LANGUAGES WITH THAT I HAVE THE MOST EXPERIENCE

Language group	Language	Example Experience
Universal languages	C#	Web applications development; UI programming; development of multiple tools
	C++	All game programming at Techland, also used for top performance algorithmic home and university projects
	Java	Work for Deutscher Wetterdienst; Android development
	C	Embedded device programming; micro controller peripherals and AI programming for our robots
	Objective C/C++	Dance Time iPhone/iPod touch game
	Delphi/Pascal	High school and university projects
	Visual Basic	Word/Excel based applications for Spalook.com; Freelance projects for modifying existing applications

SQL	T-SQL	Extreme performance database development at Spalook.com
	SQL	A multitude of applications for Spalook, Polta, eActive and others
	LINQ	Latest C# tools, mostly homemade projects
Web	XML/XSL/XSLT/ XPATH/XSP	Data management systems and web page generators for eActive
	PHP	Web applications for eActive; homemade productivity tools
	ASP	Web applications development for Spalook.com and eActive
	JavaScript	Online games; multiple interactive webpage elements for eActive
	DHTML	Web pages for eActive
	ActionScript	Homemade interactive visual applications
	PERL	Web applications for eActive
Special languages	Assembler	My programming beginnings for Atari; programming of low resource embedded devices
	F#	Home research projects
	Haskell	Home research projects
	HLSL	Special effects in Dreamland Galaxies and Ghost Ball games
	XAML	Score drawing system; web UIs

INTERESTS

Programming; playing piano/guitar; composing music; constructing electronic devices; constructing robots; solving mathematical problems; swimming; playing lawn tennis