

Jan Kowalski

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EDUCATION

Engineer's Degree, Computer Science and Information Systems (Polish program)
Warsaw University of Technology

Oct 2019 - Feb 2023

EXPERIENCE

Junior C++ Programmer *C++, C#, Python, DirectX9, Luna3D*
XYZ Ltd., remote position

Feb 2022 - Present

- Working on a game project passed on from original Japanese developer
- Cooperating with artists, testers and other developers on the daily to design new functionality, game mechanics and create stellar user experience
- Creating tooling to make building, testing, integration and deployment on Steam easier
- Swiftly responding to community feedback and applying adjustments to the game experience
- Refactoring legacy code on the daily to increase performance and scalability

SKILLS

<i>C++</i>	main language, C++17/20, heavy RAII & template usage
<i>C#</i>	secondary language, GUI tools with WinForms/WPF
<i>Python</i>	familiar enough to write short scripts, picked up through Django
<i>SVN</i>	main VCS, used daily through TSVN
<i>git</i>	both GUI and command-line
<i>Linux</i>	daily driver OS outside of work

PROJECTS

ZYXXY *C++, OpenGL, Dear ImGui, GLFW 3, assimp*

A simple-to-use, easy-to-include skeletal animation previewer and mixer written in OpenGL

XYZZY *C++, OpenGL, Dear ImGui, GLFW 3*

Level editor and mod tool for the popular Steam game ABCDE

ABCDE *C#, ASP.NET, SQL Server, Azure, Docker, k8s*

A hotel room aggregator and management service

SUMMARY

Client-focused, self-taught game developer looking to branch out to other industries. Currently holding one year of experience in custom, non-mainstream game engines and legacy code bases. Adept at all stages of feature development, from initial drafts, through feasibility studies, to deployment and further maintenance.