

# Mikolaj Panasiuk

www.mpanasiuk.me  
www.github.com/grzala  
m.panasiuk.14@outlook.com  
+447535932789

## MOTIVATION

I am a graduate programmer with an interest for game/interactive technologies. I am looking for remote work opportunities.

## WORK EXPERIENCE

### Graduate Video Games Programmer

Team17

June 2018 – present

Working in a well-established successful game studio

- Working on projects such as **The Escapists** and **My Time at Portia**
- **Professional** development using **Unity3D**
- Experience with **large existing codebases**
- Porting games to **PS4** and **Nintendo Switch**

### Part-time Remote Rails developer

Scottish Community Cinemas Project

February 2017 – June 2017

Creating a platform for Scottish community cinemas

- Working in a **team of 4 remote developers**
- Integrating the web application with a custom AI driven recommender engine

### Part-time Remote Rails developer

Canan

April 2017 – October 2017

Improving a Gaelic language learning platform.

- Remote work
- Extending an existing project according to client's requirements
- Responsible for various aspects of **Rails backend** development
- Working in close **collaboration with a frontend developer** using **git**

### Web Developer intern

Megaventory

May 2017 – August 2017

**Full time summer internship** in Athens.

- Working on-site in an IT company
- Creating extensions to Megaventory core application that handle **WooCommerce** and **Shopify**
- Working mostly as **PHP** and **Wordpress** developer, but also sometimes using **C# MVC** and **Visual studio**

## Languages

- C++
- C#
- Java
- Ruby
- Python
- SQL
- HTML & CSS
- PHP

## SOFTWARE & FRAMEWORKS

- Git, SVN, Perforce
- Unity
- Ruby on Rails
- Visual Studio
- Cloud9, Heroku
- MySQL, MongoDB
- Netbeans
- Wordpress

## OTHER

- Redmine
- TeamCity
- Basic understanding of Blender and 3D animation concepts
- Building GUIs with wxWidgets and Java Swing
- Rust
- Godot engine

## EDUCATION

### University of Aberdeen

BSc Computing Science

2014 - 2018

Graduated with **First Class Honours**

- Select 4<sup>th</sup> year courses: Single Honours Computing Project (A5), Computational Intelligence (A5), Security (A2)
- Select 3<sup>rd</sup> year courses: Operating Systems (A1), Principles of Software Engineering (A5), Robotics (A1), Distributed Systems and Security (A2)

### Szkola Europejska, Lodz

IB programme

2011 - 2014

International Baccalaureate diploma, 36 points (Mathematics SL grade 7).

## LANGUAGES

English	fluent
Polish	native

## ACHIEVEMENTS

**Rising Star 2018 Competition:** I was **one of the five finalists** of the competition. My submission for the second stage of the competition (**game made with Unity3D**) received **overwhelmingly positive scores** from industry veterans.

**RGU hackathon 2017:** In April 2017 I have participated in a **MLH hackathon** at Robert Gordon University in Aberdeen. My team has won the **2nd place out of 14 teams** participating.

**Cybersecurity Challenge UK 2017:** In November 2017 I was one of the contestants in the Cybersecurity Challenge at the University of Western Scotland, representing the University of Aberdeen.

## INTERESTS

**Sailing and Travelling:** I love sailing as a sport, but I think the most enjoyable aspect of sailing is how it allows for a completely new perspective on travelling and sightseeing. One of my most memorable journeys is sailing from Finland to Poland (Turku - Stockholm – Gdansk), where I was able to admire the astonishing natural beauty of the Aland archipelago, amazing architecture and museums of Stockholm and breath-taking historic centre of Visby.

**Video Games:** I would not be interested in game development if it wasn't for all the years I've spent exploring virtual worlds. I believe that although games are already well established as a medium, they are nowhere near to reaching their full potential. I cannot wait to see how the field evolves over the next decades. Despite the fact that I am not a capable artist nor a designer I still want to be involved and have impact either by helping craft virtual experiences or by creating software that makes them possible. Privately, I am a PC, PS4 and Nintendo Switch gamer.

**Bass Guitar:** As a teen I have been a member of a thrash metal band. The band did not last long and I lost interest in playing music soon after we disbanded. My interest in bass has recently been reignited and I plan to record some music in near future

## References

Available upon request.