

Senior Game Programmer at CD PROJEKT RED  
Warsaw, Mazowieckie, Poland

## Summary

I'm an ambitious game programmer who wants to be remembered in the future for deeds done to gaming world. As they say, doing things which make people remember you for a long time makes you immortal. And I want to be immortal.

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## Experience

### CD PROJEKT RED

6 years 6 months

Senior Generalist Programmer

July 2023 - Present (11 months)

Warsaw, Mazowieckie, Poland

- Developing additional features for Cyberpunk 2077: Phantom Liberty Expansion

### Generalist Programmer

May 2022 - July 2023 (1 year 3 months)

Warszawa, Woj. Mazowieckie, Polska

- Developing additional features for Cyberpunk 2077 Phantom Liberty expansion

### UI Programmer

December 2017 - May 2022 (4 years 6 months)

Warszawa, woj. mazowieckie, Polska

- Developing additional features for GWENT: The Witcher Card Game

### UI Programmers Coordinator

January 2019 - June 2021 (2 years 6 months)

Warszawa, woj. mazowieckie, Polska

- Coordinating a team of UI Programmers in GWENT: The Witcher Card Game
- Developing Additional Feature for GWENT: The Witcher Card Game

### SUNSOFT

Programmer

September 2016 - September 2017 (1 year 1 month)

## Top Skills

Scripting

Gameplay Programming

Unity3D

## Languages

Polish (Native or Bilingual)

English (Professional Working)

Japanese (Limited Working)

## Certifications

Japanese Language Proficiency Test  
Level N4

Japanese Language Proficiency Test  
Level N5

Japanese Language Proficiency Test  
Level N3

Nagoya, Aichi, Japan

- creating additional features and modes for 上海 - Shanghai Puzzle Game
- prototyping new game functionalities

### ONE MORE LEVEL S.A.

Porting / Gameplay Programmer

August 2014 - June 2016 (1 year 11 months)

Cracow, Lesser Poland District, Poland

- responsible for console ports of company projects (Xbox ONE, PS4)
- working with Unity as gameplay programmer
- prototyping in Unreal Engine 4 using blueprints

### Connect 2 Media

Porting Programmer / Android Developer

February 2014 - August 2014 (7 months)

- responsible for preparing and developing multiple handset embedded titles from company's titles.
- working with 3rd party API (Amazon SDK, Flurry, GameAnalytics, internal company SDK's)

### iFun4all

Gameplay Programmer / Android Developer

October 2012 - January 2014 (1 year 4 months)

Programming in C++ and creating world mechanics in games. Also responsible for Android development of apps.

- knowledge on C++/Android (JNI native programming).
- Cocos2dx engine knowledge
- basics on ObjectiveC

### Connect 2 Media

3 years 2 months

J2ME/Android Programmer

March 2011 - July 2012 (1 year 5 months)

- responsible for preparing and developing multiple handset embedded titles from company's titles.

- mainly doing Android titles and J2ME ones, including embed joint projects with few large Carrier operators.

## Quality Assurance Engineer

June 2009 - March 2011 (1 year 10 months)

- Testing of multiple company titles as QA Engineer.

- Knowledge of application testing processes and management software

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## Education

Politechnika Krakowska im. Tadeusza Kościuszki

Bachelor of Engineering (B.E.), IT external studies · (2008 - 2012)

Politechnika Krakowska im. Tadeusza Kościuszki

Master of Engineering (M.Eng.), Automatics and Robotics · (2004 - 2009)