



BARTOSZ KIAŁKA

ABOUT ME

I am a motivated young programmer whose biggest passion is game development. I am eager to learn and acquire new skills, and I value and appreciate the opportunity to learn from others. Every day i am cheerful and smiling, full of enthusiasm for work and the development of my interests.

SKILLS

Basic knowledge of C++
Basic knowledge of Unreal Engine
Driver's license (Category B)
Proficiency in Microsoft Office suite
Ability to work under pressure
Communication skills
Patience Proficiency in Windows operating system
Knowledge of computer hardware architecture

LANGUAGES

- Polish (native)
- English (B2)

GET IN TOUCH WITH ME

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EXPERIENCE

Internship as a PHP Programmer (06.2019-10.2019)

Creating websites using PHP in the Laravel framework, working in a team, consulting implemented solutions with a mentor and other programmers, working under time pressure.

Internship as a Unity Developer at Indeep Studio (10.2022-01.2023)

Creating games using the Unity engine, which is powered by the C# programming language, working with Jira software (creating tickets, documentation, managing deadlines for assigned tasks), managing a remote GitLab repository (committing, creating branches, and merging).

EXTRA ACTIVITY

PROJECT - THE STAR (06.2023 - PRESENT)

The Star is a point-and-click game in which I play the role of a Programmer and IT Support. My tasks include initializing and maintaining the repository for all group members, as well as installing and configuring the UE5 engine required for work. Being the only programmer in the group, I am responsible for the entire technical framework. This requires meticulousness, creativity, and self-reliance in action.

EDUCATION

COLLEGIUM DA VINCI IN POZNAŃ (10.2018-03.2022)

Bachelor of Engineering in Computer Science with a specialization in game programming and interactive multimedia

INTERESTS

- Mountain hiking
- Computer games
- Slavic mythology
- New technologies