TOMASZ KOMOSZESKI

SOFTWARE ENGINEER, ASPIRING GAME DEVELOPER AND FREELANCER

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ADDITIONAL INFO

NATIONALITY   POLAND

WEBSITE   ZIUMPER.GITHUB.IO

PERSONAL PROFILE

I am a programmer and IT consultant with a broad range of skills. Throughout my career in various positions, I have gained valuable IT skills and knowledge that have allowed me to implement innovative ideas, mitigate emerging risks, and build scalable and resilient solutions. I always approach my work professionally, and combining it with passion helps me maintain a high level of motivation and a proactive attitude. I also place a strong emphasis on development, using the latest technologies in the IT industry while not forgetting about old, proven solutions.

SKILLS

UNITY, UNREAL ENGINE, GODOT	SKILFUL
C++, C#, PHP, HTML, CSS, GIT	EXPERIENCED
BLUEPRINT, VISUAL SCRIPTING	SKILFUL
JAVA, C, PYTHON, SELLENIUM	AVERAGE
ASP.NET, WPF, ENTITY FRAMEWORK	SKILFUL
VUE.JS, ANGULAR	AVERAGE
JAVASCRIPT, TYPESCRIPT, SYMFONY	SKILFUL
MYSQL, MS SQL, DOCTRINE, ORM	SKILFUL
COMPOSER, MAVEN, NPM	AVERAGE
SHOPWARE, TWIG, SMARTY	EXPERIENCED

WORK EXPERIENCE

PHP SOFTWARE DEVELOPER
Jun 2019 - Feb 2024

SUNZINET POLSKA SP. Z O.O.
Gdańsk

- Designing, coding, and developing e-commerce web applications using Shopware 5 and 6 technologies
- Requirements analysis and proposing solutions based on them
- Implementing subsequent software versions and add-ons providing functionalities
- Testing, debugging, and maintaining e-commerce applications and their development

UNITY DEVELOPER
Jun 2020 - Jan 2023

FARMIND SP. Z O.O.
Warszawa

- Integrating existing, purchased, and creating new tools with C# and .NET for editing game content in the Unity engine
- Designing and integrating mechanics in developed games
- Technical mentoring, code reviews
- Fixing bugs, optimizing, and profiling in the Unity engine
- Writing tasks based on game design document
- Working on games like
  - ***Ludo Just chill out*** - Ludo board game made in Unity
  - ***Polygangs*** - Gangster simulator in a Polish city from the 90s.
  - ***Night Catcher*** - Skill based mobile game for Android made in Unity

PHP SOFTWARE DEVELOPER
Aug 2018 - May 2019

METEORYT SP. Z O.O.
Szczytno

- Designing, coding, and developing e-commerce web applications using PHP, Smarty, MySQL, XML, CSS, and HTML
- Assisting in restructuring and maintaining the desktop application Asystent and its analogous cloud version

.NET SOFTWARE DEVELOPER
Jan 2017 - Feb 2018

BILLENNIUM S.A.
Olsztyn

- Designing, coding, and developing web applications using ASP.NET, REST, C#, MVC, Angular, JavaScript, TypeScript, CSS, and HTML
- Fixing bugs, testing, maintaining, and debugging existing applications
- Working and communicating in an international, multilingual team
- Conducting and participating in code reviews

CHARACTERISTICS

Creative problem-solving and critical thinking

Adaptability and flexibility

Effective communication and articulation

Empathy and user-oriented approach

Time management and priority setting

Continuous learning and curiosity

Attention to detail and precision

Stress management

Leadership and mentoring abilities

Maintaining work-life balance

Teamwork and interpersonal skills

EDUCATION

M.SC. IN COMPUTER SCIENCE   Jun 2021 - Oct 2023

GDAŃSK UNIVERSITY OF TECHNOLOGY
Gdańsk

Specialization
- Application of Information Technologies

Type of Studies
- Part-time Studies

Thesis Title
- Comparison of Unity and Unreal Engine for Developing Augmented Reality Applications on Android Platform

B.SC. IN COMPUTER SCIENCE   Oct 2013 - Feb 2017

UNIVERSITY OF WARMIA AND MAZURY
Olsztyn

Specialization
- General Computer Science

Type of Studies
- Full-time Studies

Thesis Title:
- Implementation of LZSS Algorithm

IT TECHNICIAN   Sep 2008 - Jun 2012

COMPLEX OF VOCATIONAL SCHOOLS NO. 1 NAMED AFTER STANISŁAW STASZIC
Szczytno

COURSES

VUE.JS, COURSE   May 2019 - May 2019

WOJCIECH URBAŃSKI, TYPE OF WEB