



EDUCATION

TECHNICAL SCHOOL NO 1 IN DOBCZYCE

IT Specialist
2013-2017

JAGIELLONIAN UNIVERSITY

Computer Science, Faculty of Physics, Astronomy and Applied Computer Science
2017-2018

WYŻSZA SZKOŁA EKONOMII I INFORMATYKI W KRAKOWIE

Computer science and Econometrics - specialty:
Production and design of video games
2018-now

LANGUAGES

ENGLISH - B2 LEVEL

Learning in progress during the university classes

POLISH - NATIVE SPEAKER

GAMEDEV ACTIVITY

Participated in game jams:

- Ludum Dare - 4 times
 - Public Domain Game Jam
 - Cyberpunk Game Jam(project failed)
 - A game by its cover Game Jam
 - Screensaver Game Jam
- 2013-2017

At "Międzyszkolny Festiwal Informatyczny" organised by Krakowski Park Technologiczny I presented:

- "Bouncy Grandma" - rhythm-platformer game(prototype) 2016
- "ALONE" - space game with artificial neural network (prototype) - "Top10" award 2017

I'm developing games all the time around, my latest and largest projects available to play/watch inside my [gamedev portfolio](#)

ACHIEVEMENTS AND CERTIFICATES

- Grand Prize Winner at Google Code-In 2014 Global Contest
- Professional IT qualifications E.12, E.13, E.14
- Microsoft MTA 98-375 certificate: HTML5 App development fundamentals

MARIUSZ OBAJTEK

RESUME

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Age: 21

EXPERIENCE

GAMEPLAY DESIGN

While developing my small games, I always do full gameplay design on my own - in total I designed gameplay for about 10-12 simple games

CORE MECHANICS IMPLEMENTING

Based on my game design documents, I implemented main mechanics and gameplay step by step in about 10-12 gamedev projects

CREATING STORIES, CHARACTERS, ENVIRONMENTS

A few of my games have simple plot inside, often it is highly creative mix, like Star Wars and Godfather parodies set in moles world, gameplay based on four words(vegetarian terrorist dance mix), also there is an attempt to tell more mature story - The Little Match Girl for Public Domain Game Jam

TECHNOLOGIES

C++

Beginner/semi-advanced: few simple games developed using SDL and later SFML libraries (as hobby projects/gamejams projects)

HTML5/CSS

Bunch of HTML5 based sites written for academic/personal purposes

VISUAL STUDIO

I spent long evenings with Visual Studio IDE, I learnt some keyboard shortcuts and managing project using VS tools

GIT

Semi-advanced(GUI & bash): managing my own project repos and open source repos (Mifos X project - 2014/2015)

JAVASCRIPT/PHASERJS

Semi-advanced: about 5-7 browser-based games developed using HTML5 & JS (as hobby projects/gamejams projects)

UNITY 2017 + C#

Beginner: journey started in 2018, simple 3D and 2D level design, component scripting using C#

SQL

Beginner: understanding core database concept, database structure management, database & table design/data inserting & extraction using SQL queries

MUSIC PRODUCTION

Hobbyist - over 40 tracks made with Mixcraft software, released in various channels(YouTube, Soundcloud)

INTERESTS

COMPUTER GAMES

FOOTBALL

SCI-FI & HISTORY BOOKS

ASTRONOMY

I hereby give consent for my personal data included in my application to be processed for the purposes of the recruitment process under the Personal Data Protection Act as of 29 August 1997, consolidated text: Journal of Laws 2016, item 922 as amended.