

Curriculum Vitae

Personal Data

Name: Łukasz Marcin Czyżycki
Date of birth: 24.10.1991
Location: Kraków, Poland
Phone number: +48 ■■■ ■■■ ■■■
E-Mail: mail@lczyzycki.pl

Experience

09.2018 – Currently

Game Developer – 7Levels

- Programming and additional design of systems and gameplay (C#, Unity)
- Working with the Nintendo Switch, Xbox One and Steam on optimization, debugging and using native SDKs and network services of those platforms
- Porting games made in Unity to the Nintendo Switch

06.2017 – 08.2018

Lead Game Developer – Flying Wild Hog Krakow

- Leading a team of up to 8 developers
- Modifying Unreal Engine 4 to suit team's needs, integrating engine modifications with new official releases, monitoring tools stability and fixing pending issues
- Systems and gameplay programming (C++ and Blueprints)

03.2016 – 05.2017

Network and Gameplay Programmer – Flying Wild Hog Krakow

- Systems and gameplay programming (C++ and Blueprints)
- Responsibility for the network layer of the project (programming, optimization, educating the team)

06.2014 – 02.2016

Lead Game Developer – EVERYDAYiPLAY

- Leading a team of up to 5 developers
- Solving emergency scenarios and managing the team during those
- Client and server-side programming (mainly C#)
- Integrating APIs of payment, analytic and social platforms

I hereby give consent for my personal data included in my application to be processed for the purposes of the recruitment process under the European Parliament's and Council of the European Union Regulation on the Protection of Natural Persons as of 27 April 2016, with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (Data Protection Directive)

09.2013 – 05.2014

Game Developer – EVERYDAYiPLAY

- Client and server-side programming in C#
- Server-side programming in PHP
- MySQL database design and programming procedures

07.2013 – 08.2013

Game Development Intern – EVERYDAYiPLAY

- Client and server-side programming in C#

Education

09.2010 – 02.2014

AGH University of Science and Technology in Kraków
B.Sc. in Computer Science, Faculty of Electrical Engineering,
Automatics, Computer Science and Biomedical Engineering

Final paper: "Modelling movement of 2D characters using bones"

Languages

Polish

Native tongue

English

Fluent in speech and writing, FCE certificate (B2 level)

Skills

- Very good knowledge of C# and Unity engine
- Very good knowledge of C++ and Unreal Engine 4
- Very good knowledge of Git version control system
- Good knowledge of HLSL, PHP, Python, Java and SQL
- Some knowledge of JavaScript, ObjectiveC, ActionScript and Bash
- Knowledge of software: TeamCity, Jenkins, Docker, Jira, Redmine, Stash, Bitbucket Server, Rider and Visual Studio
- Knowledge of SDKs: Nintendo Switch, Steam, Xbox One, Facebook, Google Play, iOS and DeltaDNA
- Ability to work under pressure
- Ability to lead a development team
- Ability to work in a team

Interests

- Video and board games
- Literature
- Football
- Film and TV

I hereby give consent for my personal data included in my application to be processed for the purposes of the recruitment process under the European Parliament's and Council of the European Union Regulation on the Protection of Natural Persons as of 27 April 2016, with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (Data Protection Directive)