

# CV

## Mikolaj Kaminski

urriculum vitae

<b>Name</b>	Mikolaj Kaminski
<b>Born</b>	03.02.1987
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## Synopsis

A passionate video game developer seeking to develop programming skills and learn new techniques by solving challenging problems. Always up to date with latest technology and most efficient programming methods. Example of almost extinct race of low-level C programmers. Proficient and fluent with numerous programming languages and APIs. Capable of rapidly learning anything that has at least scrapes of documentation.

## Education

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<b>Teacher Training College of Foreign Languages</b>	2005-2008
<i>English as a Foreign Language Teacher</i>	

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## Work experience

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<b>Perfect Games Studio</b>	2010 – 2011
lead programmer	<i>development of MMO virtual worlds LifeON</i>
<b>3R Studio</b>	2010
freelance programmer	<i>prototyping middleware using augmented reality</i>

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## Notable personal projects

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<b>Attack of The Heavenly Bats</b>	2011
<i>run'n'gun platformer</i>	<i>over 150,000 plays, featured on newgrounds.com frontpage</i>
<b>Chess Without Turns</b>	2011
<i>online multiplayer chess</i>	<i>featured on indiegames.com</i>
<b>Soszip2</b>	2011
<i>brute-force LZMA zip utility</i>	<i>made overnight</i>
<b>Frolicking Furballs Safari Resort</b>	2010
<i>voxel graphics action shooter</i>	<i>made within 48 hours, featured on pcgamer.com</i>
<b>Needlesoft Haystack Explorer</b>	2009
<i>hidden object game</i>	<i>made in 6 hours</i>
<b>Bang Bang Revolution</b>	2009
<i>rhythm game</i>	<i>made overnight, featured on numerous minor websites</i>
<b>Video Game Generator</b>	2009
<i>generates a game from title</i>	<i>featured on bytejacker.com</i>
<b>10.5</b>	2009
<i>procedural platformer</i>	<i>made in 3 days</i>
<b>Fireflies</b>	2008
<i>game controlled with candle</i>	<i>featured on indiegames.com and geek.com</i>

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