

Bartłomiej Guzek

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Date of birth: 06.07.1994
City: Bydgoszcz

EXPERIENCE

2018 **Counter - Strike Global Offensive Community Contributor**
Abbey

2017 **Second place in Mapcore's CS:GO Mapping Contest**
Abbey

2016 **Day of Infamy Community Contributor**
Britanny

2016 **Third place in Mapcore's & Gamebanana's Day of Infamy Mapping Contest**
Britanny

EDUCATION

04/2018 - Now **UTP University of Science and Technology in Bydgoszcz**
Applied Computer Science - master's degree

10/2014 - 03/2018 **UTP University of Science and Technology in Bydgoszcz**
Applied Computer Science - engineer's degree

10/2010 - 04/2014 **Zespół Szkół Mechanicznych nr 1 in Bydgoszcz**
IT specialist - secondary education

SKILLS

- Advanced knowledge of Hammer Editor and Source Engine
- Good knowledge of Unreal Engine 4 (blueprints, material creation, working with meshes, lighting)
- Good knowledge of Unity Game Engine (C# programming, working with meshes, lighting)
- Good knowledge of modern game engines and their pipelines
- Basic knowledge of Blender
- Basic knowledge of Photoshop
- Solid understanding of game balancing and pacing
- Artistic vision
- Understanding the importance of storytelling through level design
- Ability to work in collaborative team environment
- Ability to work together with artist to deliver high quality environments
- Ability to learn new tools quickly
- Intermediate C# programming skills

OTHER SKILLS

- English B2
- Driving license
- Eager to learn new technologies
- Ability to work in group

CERTIFICATES

04/2014

IT specialist

Issuer: Zespół Szkół Mechanicznych nr 1 in Bydgoszczy

INTERESTS

Video games, General computer science, Game design, Level design, Computer graphics

I hereby authorize you to process my personal data included in my job application for the needs of the recruitment process (in accordance with the Personnel Protection Act of 29.08.1997 no133 position 883).