



Grzegorz Wątroba

Programmer

Experience

10.2020 – now **Lead Programmer / Programmer**

Fool's Theory (Wrocław / Bielsko-Biała, Poland)

- Project Vitriol, UE4, C++
- Optimization, architecture planning, engine customization, tools

10.2020 – now **Mentor / Course Author**

Kodilla (Wrocław, Poland)

- Main author of "Mobile Game Developer" online course
- Mentor & consultant for students

10.2020 – 05.2021 **Programmer**

Covenant.dev (Wrocław / Warszawa, Poland)

- Gord, UE4, C++
- Procedural level generation, optimization, game mechanics, UI mechanics

11.2015 – now **Software Engineering Consulting**

Wayward Preacher (Wrocław, Poland)

- Working on game prototypes in Unity Engine (C#) and Unreal Engine 4 (C++), game design and workflow management.
- Contractor for local companies and abroad (i.e. One More Level, Juggler Games, DreadXP, Polygon Treehouse, Sheeptyard).
- Performance optimization & porting consultant
- Mentoring & lectures
- Cooperation on book "Tworzyć Gry" by Patryk Polewiak (polish book about game development)

6.2020 – 9.2020 **Software Engineer**

Sii Poland / Nokia (Wrocław, Poland)

- Working on Direct Support Team in Radio Frequency department for Nokia, specifically configuration, testing and tools creation

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- 🌐 watrobagrzegorz

Skills

Programming Languages



Other Technologies

OpenGL, GLSL / HLSL, OpenMP, MPI, OpenCL, CUDA, MS SQL

Software



Operating Systems



Other Software

Git, Subversion, PlasticSCM, Perforce, MS Office, Photoshop, AutoCAD, InDesign, Xara Designer

Linguistic



Personal

Teamwork skilled, communicative, creative, patient, precise, punctual, ready for independent, constant self-education and goal achievement.

Last References

Mr Neil Howe

Development Manager
Xara Ltd

- ☎ +44 7790804637
- ✉ neil@xara.com

11.2015 – 5.2020 **Software Engineer**

Xara Gmbh (Hemel Hempstead, UK)

- Working on graphic design software using C++ and MFC.

5.2017 – 7.2018 **Senior Programmer**

One More Level S.A. (Kraków, Poland)

- Working on God's Trigger project using Unity Engine and C# language.
- Focusing on console porting and optimization.
- Consulting on technological aspects of the projects, optimization, console deployment, workflow and recruitment.
- Working on SimMars project connected with Gameln fund using Unreal Engine 4 and C++ language. Project is revolving simulation of Mars' conditions and experiments with physics on that planet.

5.2015 – 10.2015 **Software Engineer**

Ganymede / GameDesire Ltd. (Kraków, Poland)

- Working on client / server tools and games using C++, Objective-C/C++, ActionScript 3.0 and Flex languages for web services, mobile devices (mostly iOS) and Windows.

12.2014 – 4.2015 **Programmer**

Autodesk (Kraków, Poland)

- C++ and C# programming with .NET Framework and OpenGL library.
- Working with internal Autodesk tools including AutoCAD, RSA, FlowDesign and 3ds Max. Projects:
- FOX Weather TRAX,
- Autodesk internal modules (AutoCAD, Revit)

8.2013 – 11.2014 **Programmer**

Nano Games Sp. z o.o. (Kraków, Poland)

- Programming in C++ and C#. Working with internal game engine (Nano Engine, OpenGL). Gameplay programming, AI systems, GUI and physics (Bullet engine). Projects:
- Zamb! Biomutant Extermination,
- CITYCONOMY

6.2012 – 7.2013 **Senior Programmer**

Project Coordinator

Bloober Team S.A.

iFun4all Sp. z o.o. (Kraków, Poland)

- Programming games and prototypes in C++ / Objective-C with CrossEngine, Marmalade SDK, Cocos2d and Cocos2dx for mobile devices with Android and iOS systems. Projects:
- Management of 6-person team working on last project.

Portfolio

2020-2021 **Project Vitriol**

C++, UE4

2020-2021 **Gord**

C++, UE4

2020-2021 **Dread Delusion**

C#, Unity, Windows, Steam

2020 **DreadXP Collection : The Hunt**

C#, Unity, Windows, Steam

2020 **DreadXP Collection 3**

C#, Unity, Windows, Steam

2020 **ROKI (Nintendo Switch) for Polygon Treehouse**

C#, Unity, Nintendo Switch

2020 **DreadXP Collection 2**

C#, Unity, Windows, Steam

2020 **DreadXP Collection**

C#, Unity, Windows, Steam

2019-2020 **The Amazing American Circus**

C#, Unity, Windows, Steam

2015-2020 **Xara Group Products**

(Designer Pro, Photo Designer, Web Designer, Xara Cloud)

C++, MFC, Windows

2017-2018 **God's Trigger**

C#, Unity, Windows, Steam, XboxOne, PS4

2017-2018 **GameINN simulation project (not released)**

C++, Unreal Engine 4, Windows

2015 **Ganymede / Gamedesire Products (Poker, Poker Omaha)**

Objective-C, C++, Flex, Action Script 3.0, Windows, iOS

11.2011 – 2.2012 **Engine Programmer**

Void Forge (Kraków, Poland)

- Programming game engine and tools in C++ using OpenGL, OpenAL, Bullet, SOIL, DevIL and ASSIMP libraries. Creating shading effects in GLSL.

6.2010 – 12.2010 **Programmer (Internship)**

Bloober Team S.A. (Kraków, Poland)

- Programming in C++ using CrossEngine and OpenGL libraries to create gameplay elements, special effects and levels. Projects:
- Undisclosed puzzle game on Sony PSP

Education

10.2011 – 10.2014 **Jagiellonian University
(Kraków, Poland)**

**Department of Physics, Astronomy
and Applied Computer Science.**

- Specialization: Applied Computer Science – Software Engineering, Computer Modeling, Computer Graphics.
- Master's Degree.
- Thesis: **"Real time hair dynamics simulation"** involving physics modelling, GPU computation (OpenCL, Nvidia CUDA) and rendering.

10.2008 - 06.2011 **Jagiellonian University
(Kraków, Poland)**

**Department of Mathematics
and Computer Science.**

- Specialization: Computer Science – Software Engineering.
- Bachelor's Degree.

09.2005 - 06.2008 **King Stanisław Leszczyński's
High School in Jasło**

**Department of Mathematics
and Computer Science.**

- Graduated with distinction.

2014 **CITICONOMY**

C++, C#, in-house engine

2013-2014 ZAMB!

C++, C#, in-house engine

**2012-2013 Mobile Games & Prototypes
for iFun4all**

C++, Objective-C, in-house engine, iOS

2012 **HISTORY: Egypt Engineering an Empire,
prototypes for Bloober Team S.A.**

**C++, Objective-C, in-house engine, Nintendo Wii
(WiiWare), Nintendo DS, iOS**

**2010, 2012 Music Master Chopin
(Classic / Rock / Pop Editions)**

C++, in-house engine, Windows, iOS

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