

EUROPEAN CURRICULUM VITAE FORMAT

PERSONAL INFORMATION

Name **TOMASZ STACHOWIAK**
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Nationality Polish
Date of birth 1985.02.21

WORK EXPERIENCE

- Dates (from – to) **NOVEMBER 2006 – MAY 2007**
 - Name and address of employer Nicolaus Copernicus University - Torun, Poland
 - Type of business or sector IT - 'Team Programming' course project
 - Occupation or position held Lead Programmer
 - Main activities and responsibilities Engine architecture, core modules, networking, rendering, scene graph, plugin system, GUI, project management, debugging, 3ds max scripting, voice acting
 - Notes Project complexity: 70k LoC, >1000 revisions, extensive use of middleware (PhysX, FMOD, RakNet)
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- Dates (from – to) **2004 – 2005**
 - Name and address of employer Profit - Torun, Poland
 - Type of business or sector IT
 - Occupation or position held C++ Game Programmer
 - Main activities and responsibilities Debugging, optimization, maintenance and programming of an arcade game. Graphics programming with OpenGL, RS232 - based communication with an external interface. Porting from Windows to Linux.

EDUCATION AND TRAINING

- Dates (from – to) 2004 – Now
 - Name and type of organisation providing education and training Nicolaus Copernicus University, Faculty of Mathematics and Computer Science, Specialization: Computer Science.
 - Principal subjects/occupational skills covered Software engineering
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- Dates (from – to) 2000 – 2004
 - Name and type of organisation providing education and training Stefan Banach 10th High School in Torun
 - Principal subjects Maths, Physics and Computer Science

PERSONAL SKILLS AND COMPETENCES

MOTHER TONGUE

POLISH

OTHER LANGUAGES

ENGLISH

EXCELLENT

EXCELLENT

EXCELLENT

- Reading skills
- Writing skills
- Verbal skills

GERMAN

BASIC

BASIC

BASIC

- Reading skills
- Writing skills
- Verbal skills

SOCIAL SKILLS AND COMPETENCES

- Team work: I've participated in many programming projects, such as DDL (dynamic linker for D), Tango (D software library), Elephant (IDE for D) and Deadlock (FPS game).
- Small team leadership: I've successfully managed a team of five programmers during a course project.

TECHNICAL SKILLS AND COMPETENCES

Programming languages:

- **D** - 4 years of experience. I've used it in numerous projects - 2D and 3D games and demos, neural network implementations, ray-tracing, photon mapping, language parsing and transformation and real-time networking.
- **C / C++** (including STL and Boost) - 4 years of professional and hobby programming - 2D and 3D graphics, games, and **MFC** - based applications.
- **Cg** - SM 2.0 programming for Deadlock
- **Python** - server-side scripting using **Spyce**, image processing with **PIL**, various utility scripts
- **MaxScript** - implemented a custom exporter for 3DS Max
- **Ecma-262** - client-side scripting for web sites
- **Java** - university assignments and a simple 3D game utilizing the Java Monkey Engine.
- **x86 Assembly** - graphics programming with 12h, 13h and VESA 1.3
- **Scheme** - simple university assignments

- **APIs:** OpenGL, FMOD, OpenAL, PhysX, ODE, RakNet, SDL, FreeType 2, DDL, jME

- Parallel programming techniques - **MPI**, **OpenMP** and **PVM**
- Web technologies (**XHTML**, **CSS**)
- Databases (**MySQL**, **Oracle**)
- **UML**

- Operating systems: Windows 9x / 2000 / XP, Linux, Solaris
- Mathematics packages: Maple, Matlab, SPSS, R

PERSONAL INTERESTS

3D and 2D computer graphics, Custom GUI design and programming, Hidden Surface Removal, Level of Detail, Ray-tracing, Photon Mapping, Networked Physics, Meta-Programming, Software Rendering, Computer Games