# **Krzysztof Oleksiak**

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## **HIGHLIGHTS/SUMMARY**

I am a Game Developer specialized in Unity 3D, C# programming, physics programming, performance optimization, and GUI. I have worked in teams applying skills such as critical thinking, problem solving, attention to detail, communication and teamwork. Certified Unity Developer from Circuit Stream.

#### **SKILLS**

C++ Python | Java | C# Blender | Maya | Adobe | Premiere Pro | Photoshop | Visual Studio Code | Unity

### **EDUCATION**

**Computer Science Bachelor,** University of Toronto, *Mississauga* 

-Sept/20 -present

- CSC108 Computer Programming
  - Python, Data structures, File I/O, Unit Testing, Sorting Algorithms, Time Complexity
- CSC148 Computer Science
  - Object Oriented Programming, Abstract Data Types, Analysis, Recursion, Trees
- CSC207 Software design
  - Version Control (Specifically Git), Design Patterns, Regular Expressions, Numerical Computation, Agile Methodology
- CSC236 Theory of Computation
  - Induction (Complete and Structural), Runtime analysis, Mastery Theorem, Program Correctness, Regular Languages, Deterministic and Nondeterministic finite automaton
- CSC209 Software Tools and Systems Programming
  - Linux and the Shell, Dynamic Memory Allocations, Makefiles, Processes and Forking,
    Pipes, Signals, Sockets and Select
- CSC258 Computer Organization
  - Basic Logic Circuits, Finite State Machines, Latency, Microprogramming, Assembly, Parallelism, Memory Hierarchy

#### Unity Developer Bootcamp, Circuit Stream, Online

Feb-Sep 2023

The Bootcamp is an intensive 30-week 600-hour course focused on real-time 3D Unity development skills. Through a project-based approach, developed 10 applications using C# programming, Git, Agile methodologies, APIs, databases, and optimization techniques extensively.

#### **Projects**

- Forbidden Realms, RTS, Unit Creation, Menus & Terrain
  - https://hunter-of-dune.itch.io/forbbiden-realms
  - Build your armies and battle with your friends.
  - Unity, Terrain Modeling, Texturing, Menu Development, Saving Data

- Crash Course: Urban Assault, Driving Game, Car Creation
  - o krzysztofoleksiak.com/#crash-course-urban-assault
  - o Inspired by Blast Corps, destroy buildings with your car with limited fuel.
  - o Unity, Car Controller, Wheel Colliders, Audio Source, Particles, Light Sources
- Puzzler, Puzzle Game, Development & Level Design
  - o krzysztofoleksiak.com/#puzzle
  - o Inspired by Portal, figure out how to open all the doors to escape.
  - o Unity, State Machines, SOLID Principles, Level Design
- Asteroids OOP practice, 2D asteroids, Full Development
  - krzysztofoleksiak.com/#asteroids-oop
  - o Inspired by Asteroids, can you beat the boss and all the different enemies using pickups?
  - Unity, Object Oriented Programming, Power-Ups

## **Experience in work environment**

Fortinos Loblaw, Dairy Clerk and Grocery Picker for Online Shoppers

07/18 - 08/23

- Developed a task efficiency path for improving times of online delivery.
- Communicated promptly potential delays decreasing risks of late deliveries.
- Through covering shifts and teamwork required at the job I gained communication skills with my co-workers.
- Consistently punctual, demonstrating strong organizational skills and excellent time management.