

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*
 - *krzysztofoleksiak.com/#crash-course-urban-assault*
 - *Inspired by Blast Corps, destroy buildings with your car with limited fuel.*
 - *Unity, Car Controller, Wheel Colliders, Audio Source, Particles, Light Sources*
- *Puzzler, Puzzle Game, Development & Level Design*
 - *krzysztofoleksiak.com/#puzzle*
 - *Inspired by Portal, figure out how to open all the doors to escape.*
 - *Unity, State Machines, SOLID Principles, Level Design*
- *Asteroids - OOP practice, 2D asteroids, Full Development*
 - *krzysztofoleksiak.com/#asteroids-oop*
 - *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.