

Personal Information

Nationality	Languages	Personality Type	Website	E-Mail	Phone Number
Polish	Polish (native), English (fluent), Russian (minimal)	INTP	ghassan.pl	ghassan@ghassan.pl	+48 889 870 691

Professional Experience

Programmer at [Teyon](#)

2009-2014

Game design and development

Multiple games utilizing several different game and graphics engines, both provided in-house as well as custom-made; Games for resource-constrained devices like the Nintendo DS/3DS, iPhone/iPad; Games for the browser (Flash/ActionScript); Some technologies for said games (e.g. GUI and animation libraries, localization libraries); Development primarily with C/C++, with some scripting languages (Lua and Python)

Engine design and development

Developing and improving numerous aspects of the in-house game engine (software/hardware rendering, asset loading, OS/API integration) for different platforms (DS/3DS, iPad/iPhone, PC with OpenGL); Working under tight resource and hardware constraints; Designing and developing a custom game engine for multiple platforms (PC, Mac, Linux, iOS), both the frontend (asset loading/parsing, game structure, scripting) as well as the backend (rendering, filesystem, debugging/logging, threading, memory management, sound playback, platform/locale interoperability, social APIs)

Tool design and development

Design and creation of both tools for personal use as well as tools for internal company game design and creation, e.g. a game creation and build tool for a specific genre, built in C#

Network administration

Simple network and server configuration management, web and VCS server setup

Code maintenance and porting

Fixing and maintaining existing codebases; porting games from PC to the Nintendo DS/3DS and iPhone/iPad

Note: I was not involved in development of "Rambo, The Video Game"

Software Engineer at [Mobica](#)

2014

Project design and development

Work on multi-platform software for dedicated embedded multimedia hardware; design of interfaces and module interoperability layers

Embedded OpenGL profiling and optimization

Writing profiling code for rendering system for real-time data visualization on embedded hardware; creating proposals for, and implementing generic, as well as GLES3-specific optimizations

Consulting with international clients

International travel to client sites for consulting purposes; integration with client team and workflow

Note: Most of the above deliberately vague on account of strict project security and non-disclosure agreements

Gameplay Programmer at [IntoXicate Studios](#)

2014

Game and engine programming

Work on [Afterfall: Reconquest](#); work in Unreal Engine 3, both with UnrealScript as well as C++ engine source code; adding gameplay and UI features; creating and modifying tools; refactoring legacy code; Unreal build system work; external module integration (Bink, Steam)

Bug fixing and optimization

Bug fixing and simplification of legacy code (AI, gameplay, UI); work with existing developers to improve overall code quality; rendering and resource management optimization (Unreal Engine, C++, UnrealScript)

Game and level element design

Improvements to existing gameplay and level elements; design of new gameplay elements; work with level designers and artists on implementation details; across-the-board work in Unreal Editor and associated tools

VCS setup

Setup of, and transitioning to, Mercurial-based source code versioning system; developer training

Website re-write

Porting of Afterfall: Reconquest website from unnecessarily complex and static CMS version, to a simple, personal CMS solution (PHP, MySQL, HTML+CSS+JS, UX)

Programmer at [QLOC S.A.](#)

2015-2016

Game porting and internationalization

Porting games from PlayStation 4 to PC with Steamworks; input handling and translation between keyboard and gamepad; handling of multiple different input devices

Bug fixing

Code cleanup and refactoring; bug and porting issues fixes; investigation into PC compatibility issues, eg. FPU/vector processing issues

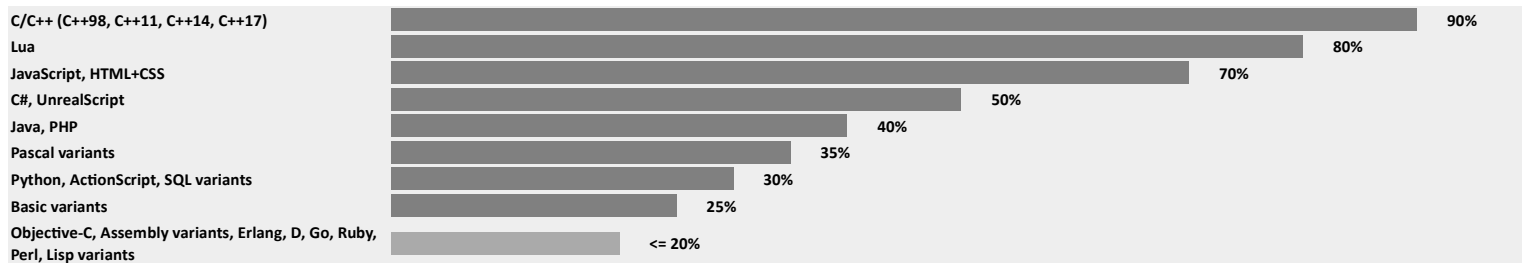
Tool development

Writing a custom binary archive/resource reader/viewer for baked and precompiled game data

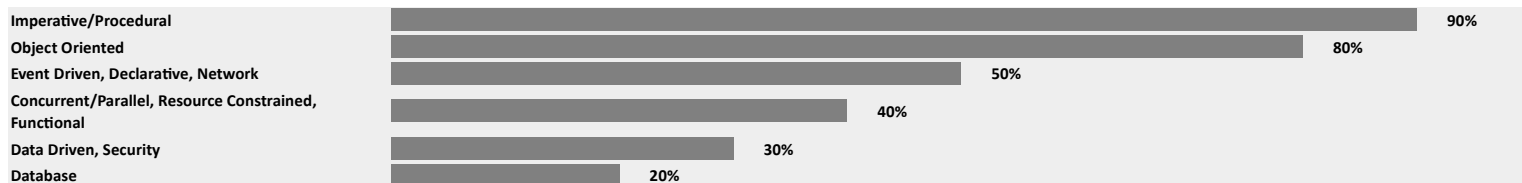
Skills and Knowledge

Legend: 90% - idiomatic knowledge and writing skill; 70% - comprehensive knowledge and ability to write correct programs; 50% - ability to write correct programs; 30% - able to read and reason about most constructs; 10% - able to understand the basic idea behind a language/technology and recognize some constructs

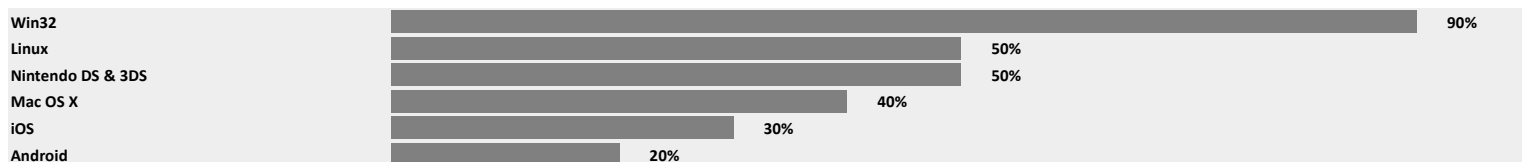
Programming Languages



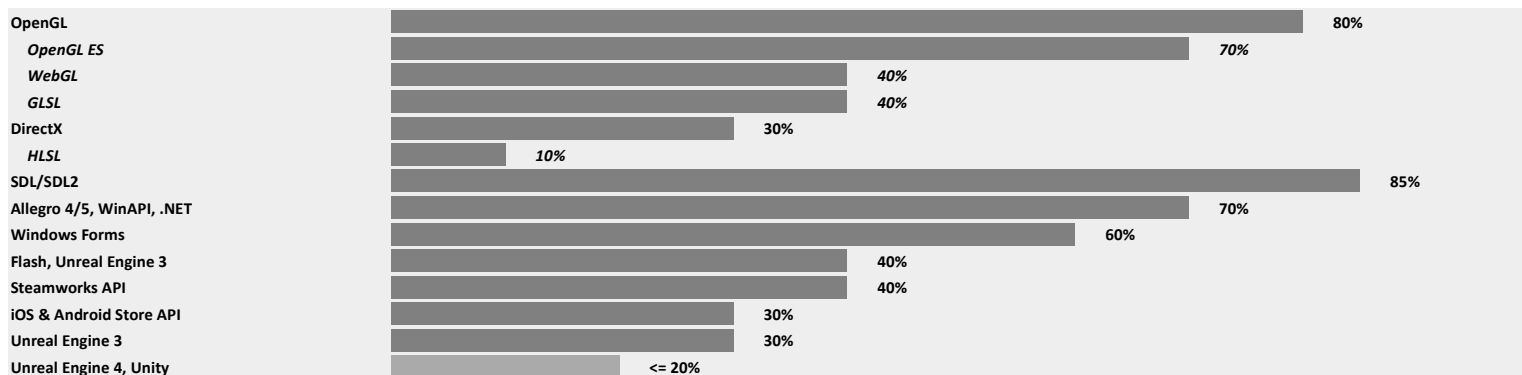
Programming Paradigms & Domains



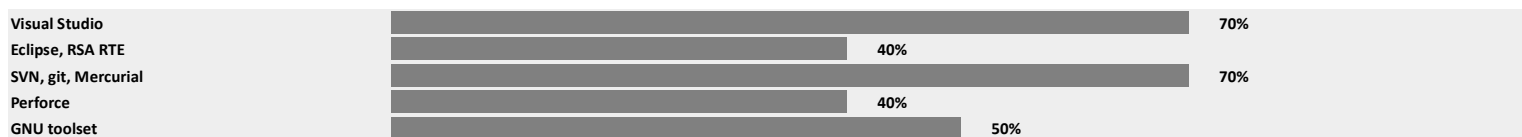
Platform Development



Technologies & Frameworks



Tools



Education

2004-2008

Stanislaw Wyspianski High School, Lodz, Matura Exam

2008-2009

University of Lodz, Faculty of Physics and Applied Informatics, field of study: Informatics/Computer Science

2009

Lodz University of Technology, Faculty of Technical Physics, Information Technology and Applied Mathematics, field of study: Computer Science

Interests & Hobbies

- Game design, development and analysis
- Tabletop games
- Information technology and programming
- Speculative fiction
- Philosophy