

# Tomasz Zajac

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[www.tomzajac.co.uk](http://www.tomzajac.co.uk)

**I am an experienced, self-motivated software developer, with a wide array of skills ranging from Web API programming to implementing interaction-heavy UI systems, graphics rendering and physics simulation.**

## REFERENCES

Available on request.

**I focus on delivering the best product possible and promote good practice while working as part of a team.**

## EXPERIENCE

### Junior Software Engineer at Blueprint Gaming

JANUARY 2023 - PRESENT, NEWARK-ON-TRENT, ENGLAND

- Worked as part of the framework team, developing tools and libraries for use by game developers at the studio.
- This included the shared UI library, a game history viewer (with focus on compliance in specific jurisdictions), art asset pipeline tools (e.g. font packing), a company performance data visualisation dashboard, and occasionally supporting live marketing events by programming decorative props.
- Development was largely frontend-focused, but included full stack too for some Web API-dependent services.
- Key technologies & frameworks include React, TypeScript, Playwright, C#.

### Information Services Developer at the University of Lincoln's ICT Services

SEPTEMBER 2020 - DECEMBER 2022, LINCOLN, ENGLAND

- Worked with C#, .NET Core, SQL & Entity Framework, REST APIs, mMVC, Vue, JSX to deliver a variety of student-facing Web apps and internal use data systems.
- Co-led the development team on the university's AI chatbot (LincBot)
- Maintained campus map assets for Navigate-Me and Find-A-PC.
- Developed data migration pipelines for internal Worktribe and Talis Aspire environments.

### Associate Developer at the University of Lincoln's ICT Services

MARCH 2018 - SEPTEMBER 2020, LINCOLN, ENGLAND

- Helped maintaining projects such as FindAPC, NavigateMe, and delivering the recently launched LincBot.

### Developed various projects for my Computer Science course, including:

- Mugged (an online merchandise design tool prototype)
- Not-C (a programming language for which I built a reference x86 compiler backend)
- my dissertation project on gamification of programming lessons.

## Additional credentials

All my code repositories can be found on my GitHub profile <https://github.com/tomezpl> as well as on my portfolio page: <https://tomzajac.co.uk/showcase.html>.

## SKILLS

- Experienced in C#, C++ and Python programming languages
- Solid game programming & debugging skills in Unity and Unreal Engine. Knowledge of game development libraries such as OpenGL, GLFW, PhysX, Bullet
- Experienced in Web development with HTML, CSS, JavaScript and TypeScript, Vue and React
- Strong knowledge of version control systems including Git, SVN & Perforce

## EDUCATION

### University of Lincoln / BSc Computer Science

SEPTEMBER 2017 - 2020, LINCOLN, ENGLAND

Graduated in Computer Science with a First Class Honours degree. Undertook a variety of subjects such as programming, Web authoring, AI, computer networks, human-computer interaction, physics simulation and more

### Lincoln College / BTEC Level 3 90-credit Diploma in IT

SEPTEMBER 2015 - JUNE 2017, LINCOLN, ENGLAND

Achieved an Extended BTEC Level 3 diploma in Computing. Subjects included programming, website creation, system setup and maintenance, as well as networking and security. Achieved a final grade of Distinction\*- Distinction\*-Distinction.

### Cherry Willingham Community School / GCSE

SEPTEMBER 2015 - JUNE 2015, CHERRY WILLINGHAM, ENGLAND

Finished English Language & Literature, Maths, ICT, Statistics and Polish GCSEs with grades C and higher.

## INTERESTS

My interests and hobbies mainly span technology topics such as programming, computer graphics, video games & gaming industry.