

JAKUB CZYŻYCKI

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OBJECTIVE

Self-thought programmer, experienced mostly by participating in 22 hackathons and game jams in teams of up to 10 people. Published 2 pc games, 5 browser games and shipped 2 mobile games, one of them being a commercial success. Currently pursuing mathematics, learning data analysis, computer graphics, software engineering and project management.

EXPERIENCE

Member, Programmer

2immerse Game Development Science Club

Sep 2022 - now

Cracow, Poland

- Became a finalist in the ZTGK 2024 computer game development competition, earning one award for [The Memory Book](#) by independently coding and designing all game mechanics and systems as the sole programmer on the team
- Participation in the nationwide game development contest Cyberiada in a team of 10 people as the team leader
- Published [Dream Express](#), a PC game which was a year-long project I designed and programmed by myself, then gathered a team of 5 people that I lead to complete it
- Participated in 14 game jams, reaching the podium in 10 events, by serving as the sole or lead programmer, developing functional prototypes under tight deadlines

Strategic account specialist, IT specialist

CMC

Jul 2022 - now

Brzesko, Poland

- Designed and delivered sales trend reports, providing clear insights that improved business awareness and decision-making, using Excel and Python

EDUCATION

Master of Mathematics

University of the National Education Commission, Cracow

2025 - now

Bachelor of Mathematics

University of the National Education Commission, Cracow

2022 - 2025

Thesis: "On the Mathematical Model of the Pinhole Camera"

SKILLS

Used often

Python, Github, Godot, GDScript

Used when needed

C++, HTML, CSS, R, Hugo, SQL, Power BI

Used extensively since last year

Ruby, Rails, TypeScript, JavaScript, React

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).