



Mateusz Duda

[github](#) [website](#)

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Additional info

- English level C1
- driver's license

I am a developer who makes it a priority to be **solid and pragmatic**. I question the assumptions and gain new knowledge every step of the way. I highly value good team relationships, because I believe that, when we **inspire each other** and create a **positive atmosphere**, we are able to accomplish the impossible. I try to **enjoy programming** and I love projects that bring value to the users and inspire me.

2020 - now

Lodz University of Technology, Łódź

Computer science, undergraduate studies. Gained basic knowledge of C, C++, Python, Java, HTML, CSS. Projects I have worked on:

- to-do list app with GUI, automatic save and load *Python, appJar*
- interactive UI of [mobile application](#) *Figma*
- browser game allowing two players to play over the internet *JS, socket.io*

2019 - 2020

CopyZone, Warszawa

At the printing house I managed the entire customer service process - from taking orders to execution and delivery. I learned binding, laminating, large format printing, etc. I did custom graphic design of various works - advertisement posters, business cards, stamps, and photos.

2018 - 2019

AGH University of Science and Technology, Kraków

Studied technical physics for two semesters. Being a member of [Bozon](#) student science club I helped with the organization of scientific events such as Friday Evening of Science and Scientific Picnic in Warsaw National Stadium. We tried to popularize physics concepts through various experiments.

2017

Academy of the future, voluntary work

I did compensatory classes for children with learning difficulties, mostly one on one work.

Selected works

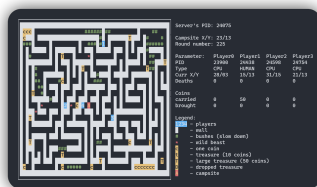
BIBA 2077



A fun 3-player game made in JavaFX, based on the concept of three sided football. The game uses a physics-based collision system and features sound effects, music and player customization.

Responsible for:
whole project

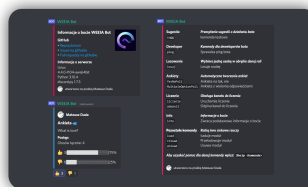
Terminal game



A multiplayer game written in C which uses low level OS features enabling client-server communication. Additionally, there are bot processes for missing players which can play the game automatically.

Responsible for:
whole project

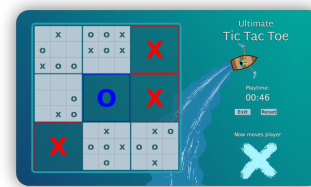
Discord Bot



A server bot made using Python and discord.py library, implementing extra features to a Discord server: live voting, counting game, random user picker. Users can add custom modules if necessary.

Responsible for:
most of the project

Ultimate Tic Tac Toe



A local multiplayer game made in JavaFX and Gluon SceneBuilder. It's an extension of the game to a 9x9 grid, being an interesting twist to a popular concept.

Responsible for:
design and game logic

I agree to the processing of personal data provided in this document for realizing 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).