

Curriculum Vitae

MSc Eng. Kamil Toszek

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Mother Language: Polish
Other Languages : English (good)



SUMMARY OF QUALIFICATIONS

- Ability to program fluently in programming languages :
 - C/C++
 - Java (Standard Edition / Micro Edition)
 - C# (1.1, 2.0)
- Working knowledge of design patterns, UML diagrams.
- Knowledge of database programming : SQL language, MySQL database, C# Ado.Net libraries.
- Familiarity with web development tools : XHTML, CSS, PHP.
- Knowledge of :
 - Neural Networks
 - Genetic Algorithms
 - Fuzzy Logic
- Working knowledge of 3D Graphics libraries and engines :
 - OpenGL and DirectX 9.0
 - C# OpenGL binding : Tao Framework
 - Java OpenGL bindings : LWJGL (Lightweight Java Game Library), JOGL
 - Irrlicht Engine (C++ game engine)
 - JMonkey Engine (Java game engine)
- Familiarity with programmer's IDEs :
 - Microsoft Visual Studio 6, 2003, 2005, 2008
 - Netbeans 5, 5.5, 6.0, 6.1
 - Eclipse Platform

MAJOR ARCHIVEMENTS

- Designing user interface and writing core functionality classes of AnTherm. Application, which calculates thermal heat bridges (<http://www.kornicki.com/antherm/EN/index.htm>). Written in C# using Dot Net Framework 1.1 and MS Visual C# 2003.
- Designing and implementing database querying module in PHP for local newspaper's web site(<http://www.echomiasta.pl>), as part of my internship in Done.pl company (<http://www.done.pl>).
- Designing and implementing commercial quality mobile games for Java ME enabled cell phones (<http://www.ktgames.net>).
- You can find the list of my projects at <http://www.kamil.ktgames.net>

MINOR ARCHIVEMENTS

- At age of 18, I have written a computer version of "Dots" game with AI which could win with my friends (Java 1.3, Swing)
- At age of 16, I have implemented terrain rendering using Geo Mipmaps technique with quadtree occlusion culling (OpenGL, C++)
- At age of 13, I have started learning C++ language.

EMPLOYMENT

- July 2007
Internship in Done.pl company (<http://www.done.pl>). I was working on the database querying module in PHP for local newspaper's web site(<http://www.echomiasta.pl>).

EDUCATION

- (2003 – 2008) Technical University of Lodz (Poland), faculty of Technical Physics, Applied Mathematics and Computer Science. Graduated with Master of Science Engineer degree in the field of Computer Science and specialization in computer graphics and multimedia. Master thesis : "Support system for skull trepanation, based on the space positioning devices ", thesis supervisor : dr Adam Wojciechowski.
- (2007) Semester at Danish Allborg University at Copenhagen, Mediology department, supervisor : dr Salvatore Livatino. Project title : "Self-reflections in Virtual Reality"
- (1999-2003) "Cosinus" high school, profile with extended English and computer science classes. Graduated with high school diploma (subjects : Mathematics, Physics, English).

OTHER SKILLS

- Ability to work individually and in groups.
- Ability to quickly pick up new technologies and concepts.
- Ability to type with ten fingers without looking at the keyboard.
- Driving license since 2002

INTERESTS

- Developing and playing video games.
- Everything related to science fiction or fantasy : books, movies, games
- Skiing and snowboarding.

REFERENCES

- Tomasz Kornicki : tkornicki@chello.at
- Adam Wojciechowski : adamwoj@ics.p.lodz.pl