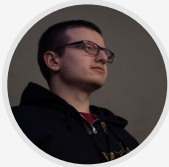


Jakub Hac

Software Engineer

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Skills

- High quality performant code
- Working in large teams
- Researching issues and solutions
- Direct communication with clients

Employment

Feb 2024 - Present

- **Software Engineer**
Sperasoft, Warsaw (hybrid)
- Working in huge, worldwide teams on AAA titles.
 - Porting games from old to new technologies.
 - Implementing new features and presenting them to clients.
 - Investigating and fixing optimization problems.
 - Actively participating in architectural design. Implementing new tools and processes to speed up development cycles.
 - Creating client-server MMO systems.
 - Conducting recruitment interviews.
 - Planning, estimating and delegating work for features
 - Creating and optimizing SQL queries
 - Working with containerized apps in Docker

Oct 2020 - Jan 2024

- **Unity Developer**
Digital Melody Games, Grodzisk Mazowiecki (hybrid)
- Implementing gameplay features, from simple to complex systems.
 - Integrating third party analytics and cloud solutions, including from Meta and Google.
 - Taking part in the design process of multiple games, actively communicating with designers
 - Adding real-time multiplayer from different online multiplayer service providers, from platform specific to crossplatform systems, including local real-time multiplayer using Wi-Fi.
 - Working in an Agile environment with artist, designers and other developers. Resolving complex git conflicts between team members.
 - Creating prototypes for mobile and Android TV. Implementing touch and controller input systems and UI.
- Some of the games I have worked on:
- Timberman
 - Animal Shelter Simulator
 - Car Detailing Simulator 2023

Jul 2020 - Sep 2020

- **Junior Unity Developer**
EvoSolutions, Warsaw (remote)
- Creating prototypes and trailers for mobile Unity games.
 - Porting games from web tech stack to Unity

I consent to the processing of my personal data for the purpose of recruitment for the position to which I am applying.

Education

Oct 2024 - Present

Hardware-Software Engineering Masters Degree

WIT, Warsaw

- Unity ML Agent driven Self-Parking AI Car using standard sensors to find and park at a parking space
- ANFIS AI Neuro-Fuzzy system for a gear shift indicator for manual transmission vehicles running in real-time in Unity
- High performance, low level assembly programming
- Expertise in parallel / concurrent applications using threads, coroutines, OpenMP, MPI and RPC

Sep 2020 - Feb 2024

Software Engineering Degree

WIT, Warsaw

Many games and applications created alone or in collaboration with other students

- Multiplayer Tic-Tac-Toe with multiple rooms (Unity)
- Genetic algorithm written entirely in C#
- Image processing and analysis using OpenCV (Unity)
- Numerous group projects using MVC TDD
- Wave Function Collapse - BSc Thesis

Languages

Polish (native)

English (CAE C1)

Certificates

2024

AWS Academy Cloud Foundations

AWS Academy Graduate

2023

Agile Project Management

APMG International AgilePM® Agile Project Management Foundation

2019

CAE C1

Cambridge Advanced English at C1, certified fluent English speaker

2019

Enterprise Linux Administrator

Certified by Open SUSE to manage Linux servers and workstations

2018

Multiple Networking Certificates

Certified by CISCO, great at managing organization wide networks

About me

- Passionate Game Developer

■ Obsessed with getting the most performance and quality out of any device
- Co-op addict and VR enjoyer

■ Proven in a feature lead position

Achievements

Member of Game Dev Science Club "Polygon" at Faculty of Electronics of the Technical University of Warsaw, peak ~150 attendees. Used to be a part of the management during the covid pandemic. Managed online events on twitch.tv, and for a year after the covid restrictions were canceled organized on-site lectures. Organized Elympics 2019 GameJam in collaboration with Elympics