

CURRICULUM VITAE

Paweł Gajewski

born 01.06.1988 in Kraków

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Portfolio: <http://www.something.pl>

Education

since october 2007 Day studies on The Faculty of Physics, Astronomy and Applied Computer Science of Jagiellonian University in Kraków, major Informatyka (Computer Science).

september 2004 – june 2007 XIII Liceum Ogólnokształcące w Krakowie im. Bohaterów Westerplatte. Informatics profiled class.

Skills

Programming in compiled (and semi-compiled) languages: C, C++, Objective-C, Java (in many aspects such as algorithms, statistics, networking, operating systems, graphical interfaces, 3D graphics, game development, mobile applications).

Programming in languages used for web development: PHP, JavaScript, ActionScript (with use of technologies like XML, AJAX, SQL, CGI etc.) and popular frameworks (Symfony, Zend, jQuery, prototype, scriptaculo.us). Other languages: Perl, Python, Bash, etc. Good knowledge of Linux.

Driving licence: polish B category.

Languages

polish Native.

english Knowledge: very good, B2 grade (scale by Council of Europe).

Experience

Web development (e-learning platform) – 2010 – 2011. Polish Internet Schools Libratus.

Iphone development – since 2010. Cooperation with TouchingIT company.

Game programming – since 2008. Course at European Games Academy. Developing FPS game, with use of (inter alia) OpenGL, Nvidia PhysX.

Web development – since 2004. Freelance.

Interests

Modern technologies, martial arts (Jiu-Jitsu), sport (swimming, snowboard, bike), music.