Unity C# Developer
MARKOWSKI Oskar

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🔗 oskar-markowski-portfolio.fr

: EDUCATION :

2022 - NOW — **Master degree** in Arts, specializing in Video Games
at the University of Paul-Valéry, Montpellier

2019 - 2020 — **Professional degree** in Computer Science, specializing in Project Managment
at the University Institute of Technology,Clermont-Auvergne

2017 - 2019 — **Technical University Diploma** in Computer Science, specializing in Digital Imaging
at the University Institute of Technology, Clermont-Auvergne

: WORK EXPERIENCE :

🔗 **Company creation "Sandstorm Gamestudio"** — Sep 2020 - Jan 2022

🔗 **Work-study program at "RSA Cosmos"** — Sep 2019 - Sep 2020

🔗 **Internship at "RSA Cosmos"** — Jun 2019 - Aug 2019

Secretary of the Puy en Velay Students Federation — Fev 2019 - Fev 2020

Student Office **President** — Jan 2018 - Mar 2019
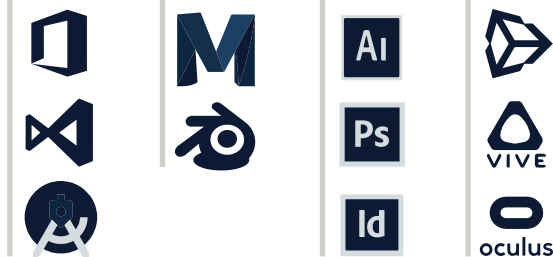
: PROJECTS :

Portfolio :

- FPS game **"Vodka Motors"** [Unity, C#] 🔗
- Casual game **"Le French Bakery"** [Unity, C#] 🔗
- VR urban planning tool [Unity, C#, HTC Vive] 🔗
- Procedural Road Editor [Unity, C#] 🔗
- Racing game **"Super Vega Racing Game"** [Unity, C#] 🔗

Sandstorm Gamestudio :

- Hach n' Slash **"SatanASS"** [Unity, C#]
- Online FPS **"Vandalhalla"** 🔗 [Unity, C#, Photon Bolt]

: SKILLS :

Softwares :

Languages :

C#	◤◤◤◤◤
C++	◤◤◤◤◤
Open GL	◤◤◤◤◤
MySQL	◤◤◤◤◤
HTML / CSS	◤◤◤◤◤
NodeJS	◤◤◤◤◤

Ability to design :

- Softwares
- Web sites
- Video Games
- SFX / 3D graphics 🔗
- User Interface

: INTERESTS :

Tech :

- **Unity** engine news
- Video games : **RTS** & **VR**
- New technologies

Sports :

- Bike riding
- Windsurf
- Kitesurf

: LANGUAGES :

Bilingual **French Polish** — **Poland** [often]

Proficient level of **English** — **Irland** [2 months]

Beginner level of **Spanish** — **Spain** [3 weeks]