

Robert Cupisz

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I represent the light side of the force: good programming practices, design patterns, OOP, standard compliance – combined with fast (but not quick'n'dirty) problem solving and agile development.

Education

- 2007 – 2009 (August, expected): MSc student of Computer Science and Engineering at **Technical University of Denmark**.
- 2008 – 2009: The National Academy for Digital, Interactive Entertainment, **DADIU**.
- 2006 – 2007: Erasmus exchange student at **Universitat de València**, Spain. Computer Science Msc level courses.
- 2003 – 2008: BSc student of Computer Science at **Warsaw University of Technology**.
- 1999 – 2003: Stanisław Staszic high school, physics and mathematics focused programme.

Qualifications

- Computer graphics, games
 - Effective C++ and C#
 - OpenGL, DirectX
 - Cg, HLSL and ShaderLab
 - Unity Engine, Valve's Source Engine
 - Strong mathematics and physics background
 - Artificial intelligence algorithms, pattern recognition
- General programming skills
 - Design Patterns
 - Java EE
 - Standards compliant XHTML and CSS with PHP, JavaScript
- Software engineering methodologies
 - Agile Software Development, SCRUM
 - Extreme Programming
 - Model-Driven Software Development, UML
- Known software:
 - Eclipse, Visual Studio 2008, Xcode, MonoDevelop
 - Subversion
 - Maya (MEL), Blender (python), 3D Studio Max (MaxScript)

Work Experience

- Graphics Programmer Sep 2009 – Present
Unity Technologies, the team behind the Unity game engine.
- Junior Consultant Oct 2008 – Sep 2009
Valtech, an international consulting company.
 - Working as Junior Consultant in the Java Team – a small, but well focused on it's goals, agile software development team.
 - Enterprise solutions for Denmark's biggest companies.
- Teaching Assistant Sep 2008 – Dec 2008
Technical University of Denmark, one of Europe's leading technical universities.
 - One of the core MSc in Computer Science courses: 02249 Computationally Hard Problems.
 - Conducting classes for a group of 20 students, aiding in problem solving, explaining material.
- Web Developer Mar 2007 – Jan 2008
Integrate Marketingpool, a small German company offering IT solutions.
 - Working from a remote location on product development for IM's biggest customers.
 - Website front-end development, extending functionality of a CMS.

Trainings and Certificates

- Valtech Certified Agile Apprentice: Agile Software Development and Scrum Jan 2009
- IBM Certified Application Developer, WebSphere Commerce Nov 2008

Honors and Awards

- Penny Arcade Expo PAX10 – latest game, PuzzleBloom, selected as one of the 10 games for PAX10, outrunning many professional indie developers. Jul 2009
- ABB IT Challenge 2008/2009 – awarded prestigious 1st place for a BSc thesis on Character Animation Based on Medical Motion Capture Data. May 2009
- Polish Talents Scholarship – awarded as one of 66 polish students in recognition for academic achievements. Mar 2007

Languages

- English – advanced, fluent in speech and writing
- Spanish – advanced, fluent in speech and writing, DELE Intermedio May 2007
- Polish – native

Interests

- Computer graphics and games, cutting edge web technologies, rock climbing, freeride mountain biking.