



GRACJAN DOWNAR

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I am a student from Poland currently in my third year of studying Game Technologies and Creative Media at Hanze University of Applied Science. I am seeking an internship in which I can fully commit myself and put into practice my knowledge and develop new skills.

EXPERIENCE

Personal Projects

- **Luna VR** - Adventure VR game about lunar exploration mission. I led the programming team
- **Guards UP** - Simulation made for a client, My role involved programming the AI behaviors and integrating VR interactions
- **GT4 Retexture mod** - Biggest PCSX2 emulator modification by far !

Home Computer service - side job during education. (2018 - 2021)

- Troubleshooting inside the operating systems (Windows and Linux)
- Fixing hardware issues, changing computer components
- The knowledge of soldering iron usage

Intern in SPSK2 Hospital in Szczecin (30.04.2021 - 01.06.2021)

- Preparation of technical documentation.
- Software Installation, Update and Repair.
- Working with internal systems such as AMMS, Infomedica

SKILLS

- **Game Development:** Unity, Unreal Engine, VR development
- **PC Hardware & Troubleshooting:** Computer assembly, component selection, hardware diagnostics
- **Team Collaboration:** Experience working in team-based projects and clients, experience with AGILE and SCRUM

EDUCATION

- **Hanze University of Applied Sciences** (2022-currently)
Creative media and game technologies
- **Hanze University of Applied Sciences** (2024-2025)
Medialism Minor
- **Szczecin's Collegium Informatyczne SCI in Szczecin**
(2017-2021) IT technician

COURSES AND CERTIFICATES

- **First Certificate in English (FCE)**
- **Certiport IC3 Certificate**
- **Diploma confirming qualifications in the profession of IT technician**