# MICHAL SKORCZAK

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in mskorczak    ⬡ mskorczak

# EXPERIENCE

### Developer
**Alan Blunden**

📅 Jun 2022 – Present          📍 Remote

- Developing and maintaining existing full-stack line of business applications
- Worked in an Agile team of 5, collabroating and communicating with other teams in different disciplines
- Data provisioning in Hadoop, data pipeline automation with Python and Java, full-stack application development for database web portal in Express, documentation generation using SQL and JDBC
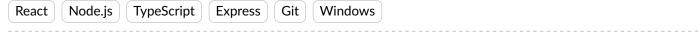- Worked in an Agile team of 6, collaborating and communicating with other teams in different disciplines

`C#` `Javascript` `Vue JS` `Python` `SQL` `Node.js` `JavaScript` `Git` `Windows` `Azure`

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### Innovation Developer Intern, Technology & Operations
**RBC Royal Bank of Canada**

📅 Jul 2020 – Aug 2020          📍 Toronto, ON

- Full stack software development building internal applications: retrospectives web application with React front-end and Express back-end
- Led an Agile team of 4 as a returning intern, helping new developers get setup, moderated and managed changes from team
- Moderated source control, reviewed, tested, and debugged changes from all other development teams to new releases
- Conducted usability testing, moderated test sessions with design teams, presented and demonstrated solutions to senior executives

`React` `Node.js` `TypeScript` `Express` `Git` `Windows`

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### Innovation Developer Intern, Technology & Operations
**RBC Royal Bank of Canada**

📅 Jul 2019 – Aug 2019          📍 Toronto, ON

`Node.js` `TypeScript` `Java` `Git` `Angular` `Spring` `SQL`

# PROJECTS

### LUSK
**3D wall-crawling game (McGameJam '23)**

📅 January 2023   ⬡ kevinjycui/LUSK

- Programmed movement, environment, and animation

`C#` `Unity` `Blender` `.NET` `Visual Studio` `Git`

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### Wayward Bones
**2D digging + platformer game (McGameJam '22 Audio Winner)**

📅 May 2022   ⬡ kevinjycui/WaywardBones

- Programmed entity movement, player controls/attack system, in-game enemy boss animation cycles and particles fitted to attack patterns
- Fixed bugs in other stages, moderated source control, collaborating with artists and sound designers

`C#` `Unity` `.NET` `Visual Studio` `Git`

### Donkey Kong Bongo to Key
**Keyboard & mouse interface for the DK Bongos for GameCube**

📅 Sept 2021 ○ kevinjycui/DKBongoToKey

[C++] [SDL] [DirectX (DirectInput)]

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### Desmos Renderer
**Fun graphing calculator art tool**

📅 Apr 2021 ○ kevinjycui/DesmosBezierRenderer

[Python] [OpenCV] [Flask] [HTML] [JavaScript] [FFmpeg]

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### Practice Bot
**Competitive programming utility bot**

📅 Mar 2020 – Jul 2021 ○ kevinjycui/Practice-Bot

[Python] [MariaDB] [discord.py] [AWS]

# EDUCATION

### McGill University
**Candidate for B.Sc. in Computer Science**

📅 2020 – 2024     📍 Montreal, QC

CGPA: 3.8/4.0
VP Finance, Game Dev Student's Society

[Java] [C] [C++] [Python] [Maven] [Unity] [Docker] [Spring] [x86 Assembly]

# SKILLS

## Programming & Other Languages

[C++] [C] [Python] [C#] [Java] [JavaScript] [Bash] [Go] [GLSL] [TypeScript] [Lua] [Scala] [SQL] [HTML+CSS] [Arduino] [x86 Assembly] [MIPS Assembly]

## Frameworks, Libs, & Databases

[OpenGL] [SDL] [.NET] [Node.js] [Maven] [Spring] [React] [NumPy] [Django] [Hadoop] [MariaDB] [OpenCV]

## Development Tools & Environment

[Git] [Docker] [Linux] [Unity] [GNU] [Jenkins] [Visual Studio] [Vim]

# OTHERS

▶ **Silver Play Button**
I run a YouTube channel with >150K subscribers as of 2022 covering topics in niche software, game development, mathematics, audio processing, etc.
🌐 youtube.com/c/Junferno