



Bartosz Bień

I'm a software designer and developer. I build bridges.

... between reality and imagination

design and creation of video games and video game production tools

- Experience **managing a technological team** for almost **10 years** (around **30 projects**)
- Co-created multiple video games for demanding hardware platforms
- Implemented game-like interaction and awarding systems in non-game applications to make them enjoyable

... between theory and visualization

design and creation of decision support systems

- Created an innovative tool for **interconnecting various techniques of artificial intelligence**
- Created **multiple expert systems** that were used for proving PhD theses, and then implemented in the industry

... between companies and people

design and creation of scientific, industrial and business software

- Created multiple software packages in the field of **civionics**, including bridge management systems and real-time measurement / data processing software
- Created and developed **7 large applications for business / state customers**
- Created and sold **first own C++ application back in 1996**; after some upgrades it still serves its commercial purpose for the client

Projects with value up to \$14M ranging from

complex industrial, business and scientific applications using highly customized MFC and proprietary user interaction systems, through **AAA video games** and creation tools, up to **WinRT applications** created for the launch event of **Microsoft Windows 8**



Professional Experience

SPIN Software

since 2000

Co-founder, Lead Developer

- Coordination and work on international projects: US, South Korea, Canada, Europe
- Technical leadership
- Business development
- Account co-management
- Human resources management

Selected Achievements

- Co-developed a proprietary multi-platform technology, including a windowing system
- Co-created and released multiple game titles (for demanding hardware platforms), published by renowned companies across the world
- Learned and applied the infrastructure management theory and law, and created successful bridge management systems for state and local government customers

2007 – now

- Conducting the Tools and Technology team and contributing to multiple video game projects
- Part of the Research and Development team
- Responsible for the software development internship program; 30% of trainees have become successful employees of the company

- Progressed the production tools from old technologies into new ones
- Created a licensable technological product (Chrome Engine) out of an ailing in-house toolset
- Established an effective communication between the technology team and the rest of the company (multiple other teams, and the board)

2005 – 2006

[illegible]

1996 – 2004

Master thesis: Evolutionary algorithms for creation and tuning of fuzzy inference models (5.0)

1998, 2003

Additional Information

Primary technologies (everyday usage): C++ (expert level), **C++11**, **MFC**, **proprietary systems**; complemented by: Microsoft .NET (C#, C++/CX), WPF, Silverlight, DirectX, Direct2D, OpenGL, HTML5/JS, PHP, SQL, XML, Python, Visual Studio Tools for Office, Perforce, SVN etc.

Desktop: Win32, Win64, WinRT (Windows 8)
Console: Xbox 360, Playstation 3, Xbox One, Playstation 4
Mobile: Windows Phone 8, Nintendo 3DS, GBA, Digiblast, PocketPC/ARM

Proficient **English**

Mensa Polska: Card-Carrying Member since 1998

Intelligent transportation and accommodation **infrastructure** (buildings, roads,

Video games and 3D design applications; industrial, scientific / artificial intelligence software (expert systems, neural networks, fuzzy logic, natural language processing)

Prose writing: short stories and essays for private usage

Published 7 **papers and reports**, see http://bartoszbien.com/portfolio_industry.php

Selected Projects

Civionics (Software for Civil Engineering)

- ## Artificial Intelligence / Decision Support Systems

- ## Video Games / 3D Design Applications

- ## Business Applications

- At Techland as the Team Lead / Product Owner / Lead Tools Engineer / Programming Lead** (budgets up to \$14M, five different platforms)

- **Dying Light** (with Warner Bros Interactive Entertainment)
- **Chrome Engine 4, 5, 6:** Techland's proprietary game engine and development toolset (including the ChromEd world editor)
- **Industrial Research on the Technology of a Scalable City for the Purpose of Video Games:** EU project, RandD, applied to commercial usage as a primary participant
- **Call of Juarez: Gunslinger** (with Ubisoft)
- **Dead Island: Riptide** (with Deep Silver)
- Software Design and Development Internship Program
- **Dead Island** (with Deep Silver)
- **Call of Juarez: The Cartel** (with Ubisoft)
- **Call of Juarez: Bound in Blood** (with Ubisoft)
- **Handy Dictionary for Windows 8** (side project; supported and promoted by Microsoft as one of the few Polish applications for the release of Windows 8)



SPiN
SOFTWARE

we build bridges between imagination and reality

- **world-class video games** and game development tools
- highly **engaging educational software**
- **interactive large screen presentation systems**

Full Game Portfolio: [HERE](#)

Having taken part in multiple eight-figure budget AAA video game productions, as well as numerous mid-size titles, we offer you our comprehensive experience in designing and developing high-quality video games for multiple platforms. We get the most out of **Microsoft Windows, iOS, Nintendo 3DS, PS3, Xbox 360, and most recently PS4 and Xbox One.**

We efficiently put across the complete development workflow, from creating engines and tools, through designing game mechanics, up to obtaining certifications for the gold master version of the game. We carefully build and maintain communication among multiple teams responsible for design, engine and gameplay programming, art and level creation.

We utilize modern user experience technologies such as **Microsoft Kinect, Google Glass, Oculus Rift, and beyond.** We have greatly participated in creating technology and mechanics for games published by **Disney Interactive Studios, Ubisoft Entertainment, Deep Silver (Koch Media), and Warner Bros Interactive Entertainment.**

we build bridges between companies and people

- logical reinforcements of enterprise processes
- comprehensible user interaction
- modern database solutions under maximum security

Full Business Portfolio: [HERE](#)

Through creating logical representations of your enterprise processes, we make our software tangibly augment your business. **From high-performance relational and object-oriented databases, through a coherent logic,** up to rich user experience front-ends, we build goal-oriented workflows for diverse branches of business.

We design and build custom-made solutions for luxury clients and public or academic institutions, as well as for developing enterprises. We cover your highly specific enterprise requirements, such as Content, Customer, Order or Human Resources Management, using modern database solutions under maximum security.

we build bridges between theory and visualization

- multi-purpose software for smart infrastructure
- real-time sensing and data analysis
- expert systems and decision support systems

Full Industrial Portfolio: [HERE](#)

We build management, sensing and analysis software for smart infrastructure, such as bridges, tunnels, highways and oil rigs. Our experience includes multiple knowledge-based soft computing applications – Expert Systems and Decision Support Systems. For these purposes we combine proven techniques of artificial intelligence (**neural networks, fuzzy logic controllers, evolutionary algorithms**) with **novelty solutions such as hybrid networks and intelligent agents.**

Considering the complexity of the domain in user's perception, we especially care about the quality of interaction. **Our solutions transform your complex data into comprehensible modern visuals, such as graphs, clouds or heat maps.**