



Marek Znamirowski

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

18 years of C++ programming experience

- Took part in **more than 50 commercial projects** with budgets up to **€100K**, delivering **video games** and **applications for business, science and industry**, targeting various platforms from desktop and client-server through handheld game consoles to mobile and embedded devices
- Able to make the best use of available (hardware) resources due to the power of C++

Software architecting, lead programming

- Over **10 years of professional experience**
- Lead programmer role in ca. **30 game and software development projects**

Software production process design

- Designed, implemented and supervised software production process along with libraries and tools used by all members of team
- Strongly focused on increasing the efficiency of software production process through selection of the most appropriate tools and technologies and the workflow optimization



Professional Experience

SPIN Software

since 2000

Co-founder, Lead Programmer

- Coordination and work on international projects: Europe, North & South America, Japan
- Technical leadership
- Account co-management
- Administrative work
- Outsourcing, working with partner companies

Nintendo 3DS Game Development

Lead programmer and **technical lead** in game development projects since the very debut of Nintendo 3DS console. Successful delivery of **7 casual game titles** in multiple versions for **European, American and Asian markets**.

- Research of the newly released hardware platform
- Adoption of **entire game production process** to the new platform
- **Development of tools and libraries** for the new platform features
- Design and **development of games** making the best possible use of the new console
- Introducing team members to the new production process
- Cooperation with project managers, producers, library developers and artists
- Cooperation with **senior and junior programmers**

Nintendo DS Game Development

Lead programmer in game development projects for **Nintendo DS** console. Successful delivery of **9 casual game titles for European and American markets**.

- Setup of game production process and the tool chain
- Design and programming of the core parts of the game
- Cooperation with project managers, producers, library developers and artists
- Defining tasks for junior programmers
- Synchronization of the programming and art development tasks

PC Game Development

Core game programmer and **lead programmer** roles in numerous PC games for Windows platform. Successful delivery of **7 game titles for European, American and Asian markets**.

- Design and programming of the core parts of the game
- Design and development of the supporting tools
- Cooperation with programmers, project managers, producers and artists

Business Software development

Programmer, **lead programmer** and **analyst roles** in numerous **business software** projects. Successful implementation of multiuser desktop and web-based applications.

- **Constructor Pro**: advanced 3D editor software supporting production processes for Cobi Polska
- **Internal order processing application** for the Institute of Immunology and Experimental Therapy of the Polish Academy of Sciences (web application)
- **ISPA, ISPA2**: supporting software for accounting of investments financed by Instrument for Structural Policies for Pre-Accession (ISPA) funds for the Municipality of Wrocław (desktop application using MS-SQL Server database)

Faster Elektronik

1997 – 2000

Embedded software developer

- Development of software used in commercial industrial automation devices
- Microcontroller programming, hardware interfacing
- PC software development with Visual C++ and MFC
- Cooperation with hardware developers



Education

Wrocław University of Technology

2007

Faculty of Computer Science and Management
Project Management, postgraduate studies

Wrocław University of Technology

1995 – 2000

Faculty of Electronics
Master of Science in Computer Science, Engineer



Additional Information

Certificates

IPMA Level D – **Certified Project Management Associate** (2007)
Microsoft Certified Professional – Developing Applications with C++ using Microsoft Foundation Class Library (1999)

Relevant Technologies

Programming languages: **C++**, JAVA, C#, VBA, SQL
Libraries: **STL**, Win32 API, **OpenGL**, **OpenGL ES**, MFC, ODBC, JDBC
Concurrent and client-server programming
Target platforms: **Windows**, Mac, **Nintendo 3DS**, Nintendo DS, iOS, Android, embedded

Languages

Fluent **English**

Interests

General science and technology
Travelling (organizing trips for friends), other cultures, mountain climbing
Numerous sport activities: biking, skiing, water sports, squash



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.**