



SZCZUCINSKI Jakub

IT student

Driven and creative, I am passionate about turning ideas into real projects and collaborating to ensure their success.

Contacts

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Address

Berlin, Deutschland

Education

2023 - 2028

Computer Science

Epitech

2020 - 2023

High School Diploma in Industrial Sciences and Sustainable Development

Haut-Barr, Saverne, France

Expertises

- Software Engineering
- Game Development
- Algorithms
- Simulation
- Web Development

Languages

English

Polish

French

Stacks

Linux, Windows React, NextJS

C, CPP, CS

JavaFX, Tauri

Rust, Java

Unity, Godot

Experiences

2026, Personal Project

Personal

Slot Machine

- Developed a horror game for a game jam.
 - Improving personal ambiance skills
 - Work under a week deadline
 - Improved Godot engine skill and personal game development skills

2025, Personal Project

Personal

Software Engineering

- Developing my own software
 - Creating graphic part using QT6.
 - Developing it fully in CPP.

2024, Internship

Spinetime, Medical

Web Development

- Developing Web Application
 - Creating Web application using VueJS framework.
 - Gained experience in TypeScript during the internship.
 - Discovered remote work practices;

2024, Project

Epitech

Game Development

- Developing RPG-style game
 - Creating game using CSFML library.
 - Developing using C Language.
 - Worked in a team of four..

2024, Project

Epitech

Simulation

- Developed a radar simulation to detect planes on a map using radars.
 - Creating game using CSFML library.
 - Developing using C Language.
 - Solo project

2024, Project

Epitech

Algorithms

- Developed an algorithm to search for the highest area in a room.
 - Developing using C Language.
 - Solo project