



KONRAD JAROSINSKI

APP & WEB DEVELOPER

ABOUT ME

I am Konrad, a software developer based in Glasgow.

I have a strong passion for creating digital (*and pretty*) things, such as video games and web apps.

Apart from my full time job, I also work on a variety of **side projects** which are helping me to learn new technologies and programming languages.

I have a huge attention to detail and always make sure that my software not only runs correctly, but also has an appealing look and friendly user interface.

CONTACT



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www.jarosinski.uk



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WORK EXPERIENCE

**SYSTEM
DEVELOPER**
CURRENT

STREAM TECHNOLOGIES, GLASGOW

Front end and back end development for the *Internet of Things* platform. At Stream I am working with the following languages and libraries: **PHP, SASS/CSS, Javascript/jQuery, Symfony, Node.js** and **GIT**

**JUNIOR
DEVELOPER**
2015-2016

TRAVELTEK LTD, EAST KILBRIDE

At Traveltek I have been dealing with an extraordinarily complex holiday booking platform. My main tasks were to identify bugs and apply hotfixes as well as technical support online and over the phone. Skills learned: **Perl, Subversion, MySQL, Customer support**

**GAME
TESTER**
2013-2014

POLE TO WIN, GLASGOW

Testing video games for the biggest game studios and making sure that the software meets the most rigorous business standards. Identifying linguistic, cultural and context issues. Skills learned: **Attention to detail, deadline-based work scheme, working in teams**



EDUCATION

**BSC HONS
GAMES DESIGN**
2010-2014

GLASGOW CALEDONIAN UNIVERSITY

Modules included: **Game Development, Integrated Projects, Web Development, Psychology of Games, Game Design**

**IT
TECHNICIAN**
2006-2010

TECHNICAL COLLEGE OF GEODESY, ŁÓDŹ (POLAND)

Modules included: **Object Oriented Programming, Databases, Operating Systems, Computer Hardware**



PROFESSIONAL SKILLS

PHP



Perl



Javascript



C#



CSS/LESS



Linux



I have also used:

Objective C (iOS), Symfony, jQuery, MySQL, Redis, Python (Django), MVC pattern, Agile as well as...

Bootstrap, Cocos2D, Unity3D, CoreData, Subversion, Git, CI, Swagger, Silex (Symfony)

PROFILE

Full name

Konrad Lukasz Jarosinski

Date of birth

21 September 1990

Nationality

Polish

Driving Licence

Full licence

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PROJECTS

RIVER TOWN

3D Farming Role Play game for Mac/PC

Technologies used: **C#, Unity3D, Blender** (3D Modelling)

The game has received a Greenlight on Steam, but was postponed due to insufficient funds to complete it. Initially the project was built with Objective C and Cocos2D library but I have switched over to Unity3D to take advantage of multisystem support.

Project site: jarosinski.uk/project/river-town

MAILILEO

E-mail roulette web app

Mailileo is a random pen-friend finding platform. I have developed it using **Symfony** platform, **PHP, Bootstrap, MySQL, Redis** and loads of nice **jQuery**. The page is currently undergoing closed beta testing.

Project site: mailileo.com

MESSPACE

Online sticky notes web app

Messpace allows people to stick a note on the front page so it's available for everyone to see. I'm developing it using **PHP/Symfony** and planning to use **Socket.io** in the future so the notes will show up without the need of refreshing the page.

Project site: WIP

AND MUCH MORE...

You can find all the projects I have been working on on my home page www.jarosinski.uk



HOBBIES

- Strong passion for programming
- Move/Image Editing
- Video games,
- Microcontrollers (Arduino, Raspberry Pi)
- Playing on guitar
- Scottish Game Jam
- Spending time with my little daughter