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Wojciech Toman

Goal

My main goal is to create games which I would like to play myself while learning new skills and pushing machines beyond their limits at the same time.

Job Experience

July 2009 – Edge Solutions Warsaw

Praxis required by my University

- Developed simple application for storage and compression of e-mail messages
- Java language

June 2007 – current Truveler Warsaw

Developer – Truveler.pl, web portal created in Ruby on Rails using numerous web-services

- Created application from scratch, now preparing to go beta version
- Prepared test cases and both unit and functional tests
- Ruby on Rails, HTML, JS + AJAX

January 2007 – June 2007 QubicGames (NoWay Studio) Warsaw

Gameplay and GUI programmer - C.O.R.E. FPS Game for Nintendo DS platform

- I was responsible for 2D subsystem handling for Nintendo DS (which we used for GUI rendering)
- I designed and implemented core mechanisms of the game and AI
- I worked on a few minor engine features
- C++ language

June 2006 – February 2007 Intoxicate Interactive (now Intoxicate Nicolas Games) Warsaw

3D Engine programmer – Afterfall RPG Game for PC

- I was responsible for handling Unigine 3rd party next-generation engine, merging it with our work, extending it so it met our needs
- I was responsible for optimizing indoor rendering and scene management
- I prepared many special effects
- I was in the team responsible for preparing Afterfall indoor teaser/trailer
- C++ language and DirectX

Amateur Experience

2006 – current [amateur project]

Lead programmer, nGENE Tech (<http://ngene.wikidot.com>) – 3D game engine for PC

- A field to test and prototype different solutions (mainly 3D visual effects)
- Many interesting effects eg.:
 - Deferred shading,
 - Water based on my own technique,
 - SSAO,
 - Preetham day light model,
 - God rays,
 - Fur
- Integration with PhysX, use FMOD for sound system
- Created WYSIWYG toolset in .NET
- More than 120k LOC total
- In 2008 I released it as an Open-Source

- C++, C++/CLI and DirectX

2007 – 2008 [amateur project]

Lead programmer – Bitter Glory strategy game

- I designed core game architecture from the technical point of view
- I was responsible for a team of up to 5 programmers
- C++ and DirectX

2003 - 2006 [amateur project]

Warsaw

Lead programmer – Kemi-Ambaron RPG for PC

- I designed and implemented outdoor oriented 3D engine
- I was responsible for a team of up to 5 programmers
- I designed great part of gameplay
- For some part I was responsible for whole team of 20 individuals
- Visual Basic, C++ and DirectX

Education

2006 – current Military University of Technology

Warsaw

- Computer Science – currently at 7th term (pursuing my Bachelor degree)

2003 – 2006 Staszic's High School

Warsaw

- Finished one of the best maths and physics oriented High Schools in Poland

Languages

- English (fluent)
- Polish (fluent – native)
- German (basic)

Programming skills

- C/C++ (advanced – 7 and 8 years respectively)
- Visual Basic (advanced – 9 years)
- DirectX (advanced – 7 years)
- HLSL (advanced – 4 years)
- Ruby (advanced – 2 year)
- x86 assembly (intermediate)
- Java (intermediate)
- C# (beginner)
- Nintendo DS programming (advanced)
- I worked with several game engines (eg. Unigine and Open-Source OGRE) and physics engines (PhysX, Newton). I also used a number of other libraries (like FMOD) and web-services (Google Maps, Flickr).

Publications (majority in Polish only)

- Population and opinion flow between AI actors modelling using social network (presented during IGK'2007 - Polish Games Engineering Conference)
- UML 2.0 Basics for the Game Developers
- Extreme Programming for the Game Developers
- Unit-testing of game code written in C++ using CppUnit framework.
- Deferred shading as an effective lighting technique (presented during IGK'2008 conference)
- Rendering water as a post process effect – available online on: <http://www.gamedev.net/reference/articles/article2642.asp> – the Polish version of the article was presented during IGK'2009 conference and won a prize for the best lecture of the conference.
- HSI problem reconstruction using optimization software – article presenting solution of typical MILP problem (transport planning) using AIMMS optimization engine

Interests

Video games, programming, agile development (extreme programming), scuba-diving, history, maths.