

Cezary Waś

Warszawa

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github - Qondor

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📺 Cezary Waś
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EXPERIENCE

People Can Fly.....
November 2020 - Now, Warsaw

Junior Code TechQA Specialist

- I retest more complicated changes/fixes made by Devs, create test levels for my colleagues and me, and create automatic tests inside UE5
- Unreal Engine 5 (UGS, Editor), Jenkins, Jira, Confluence
- Projects:
PCF Framework (during which I've helped in almost every project)
Victoria

Junior QA Tester - QA Tester

- Testing stability of the product, speedruns through the title in search for issues and reporting them, retesting already reported bugs, general quality assurance on all platforms
- Unreal Engine 5 (UGS, Editor), Jenkins, Jira, Confluence
- Projects:
Outriders (PC, PS4, PS5, X1, XSX)
Outriders: Worldslayer (PC, PS4, PS5, X1, XSX, Stadia) - you can find me in the credits!

QLOC S.A......
July 2019 - July 2020, Warsaw

Junior QA Tester - QA Tester

- Manual testing of games for PC and consoles (PS4, XB1 and Switch). Creating and executing test cases, reporting bugs, writing reports and contact with clients
- Jira, Confluence, Mantis, various game engines
- Projects:
The Flower Collectors (PC) - you can find me in the credits!
Telltale Batman Shadows Edition (PC, PS4, X1)
Grounded (PC)
Cities Skylines 2 (PC) - you can find me in the credits!
MapleStory (PC)
TERA (PC)

GOG.com.....
July 2018 - August 2018, Warsaw

Junior Front-end Developer intern

- Paid internship at GOG.com (CD Projekt) after winning the GOG Hackathon 2018. Gwent team. Upgrading front-end part in tools of back-end team.
- Symfony, Twig, Bootstrap, Angular

EDUCATION

Technikum Elektroniczne nr 3 - ZSEiL

Warsaw, Poland

IT Technician - Technik informatyk

0.4 I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).

ABOUT ME

My entire life I was interested in video games. Playing them, writing about them, finally making them. Currently I plan to continue streaming games, making reviews, and to make another game, this time something bigger, for PC. I love to create and work on interesting projects. Big fan of retro consoles, computers and tech in general. My favourite game genres are platformers, strategies and roguelikes. Usually the older the better, but I play also the newest titles on my PC and on my (too big) console collection.

SKILLS

- Gamedev** 4 years of professional knowledge of Unreal Engine 4/5, indie game "shipped" for Gamebuino Meta console, currently learning Godot
- Python** Few small projects like Daily Challenge Python Project)
- Front-end** Few websites made by myself to learn, hosted on my VPS
- Languages** Polish (native), English (good, with noticeable Slavic accent)
- Misc.** Junior editor at gaming website arhn.eu and streamer on our twitch channel
IDE - Visual Studio Code
CV written in L^AT_EX

PROJECTS

My websites

cezarywas.pl vellichor-void.com

- Learned how to buy domain, hosting and email services and how to set them - alongside with FTP and SEO
- Raised my skills in HTML/CSS and CSS frameworks (Pure.CSS, Bootstrap)
- Learned how to configure my own VPS and host my websites and services (highscore database for my game) on my own

My indie game made completely in C++

Tower of Misfortune Meta

- Small retro inspired game created for Gamebuino Meta console, playable also in browser
- Written in C++, with online based highscore on my website, hosted on my VPS
- Learned how to design a game, more about C++, and how to construct online services for games