SOFTWARE DEVELOPER

Kamil Majchrzak

Junior Unity Developer & Full-stack Developer · C# & Python

kamil@majchrzak.me
+31 6 15 46 76 34
Amsterdam area, Netherlands

majchrzak.me · github.com/x0-lf
linkedin.com/in/kamil-at-majchrzak-me
fiverr.com/kamil_solutions

EU citizen (Polish), no work permit required. Open to on-site, hybrid and remote roles.

01 Professional profile

Software developer with a bachelor's degree in Computer Science and a completed, playable Unity diploma project: Haardon, a five-person FPS/RTS hybrid that I originated, helped lead and programmed.

Currently building Game Save Manager, a C#/.NET tool for PC game saves with Steam discovery and guarded backup, restore and sync, and developing my own multiplayer survival game in Roblox Studio. Guided learners through programming concepts using C#, game-development fundamentals, and Lua in Roblox Studio, combining explanations with practical exercises and projects.

02 Professional experience

Programming Instructor · Giganci Programowania — July 2025 - February 2026

- Taught C#, game-development fundamentals and Lua scripting in Roblox Studio, alongside Python applications, mathematics in Python and introductory AI, to learners aged approximately 8 to 18.
- Adapted explanations and exercises to each group's experience level and coached learners to debug and solve problems independently.

03 Selected projects

Haardon, a Unity game · Programmer and project lead — 2022 - 2024

Diploma project · five-person team

`Unity · C# · Jira · Agile delivery · FPS / RTS game`

Case study majchrzak.me/projects/haardon · Trailer vimeo.com/1210886054

- **Team result:** a playable FPS/RTS game with first-person combat, RTS construction and unit orders, procedurally generated terrain and objectives, and enemy waves; released as a diploma build with a public trailer.
- Created the FPS/RTS hybrid game concept, formed the five-person diploma team from two student groups and coordinated delivery through Jira and twice-weekly reviews across early-alpha, beta and final milestones.
- Led the first brainstorming sessions, turned the agreed direction into Jira tasks and helped keep gameplay, technical work and the dissertation aligned.
- Implemented player health and combat feedback and several player skills, integrated character models and animation, and co-developed the Healing Aura ability and game-system events.
- Contributed to shared first-person movement, weapon-camera and camera-control code; prototyped binary position saving, a save system and a high-score system.
- Composed the trailer music and wrote the technical sections of the dissertation covering inspirations, implementation choices, limitations, problems encountered and future work.

Game Save Manager · Solo developer, cross-platform game tooling

Present

Independent project · pre-release; Windows today, cross-platform support planned

`C# / .NET · Avalonia · SQLite · ValveKeyValue`

Repository github.com/x0-lf/Game-Save-Manager · Case study majchrzak.me/projects/savegame-manager

- Building a cross-platform tool for PC game saves: Steam library, game and profile discovery from the registry and Valve KeyValue (VDF) data, then backup, restore, transfer and sync of save files.
- Designed the safety model for consequential file operations: preview before execute, path containment, opt-in overwrite, SHA-256 manifests and an auditable SQLite history.
- Shipped local-folder, SFTP/SSH and Google Drive sync on one provider contract, plus a dockable workspace with saved layouts, accent themes and a text scale that reflows every screen.
- Built a reviewed save-location catalogue: paths from PCGamingWiki and manual research are treated as candidates with their source, rule-based checks flag problems, and only mappings approved in a separate reviewer tool drive a backup or transfer.
- Implemented manual and automatic backups with SHA-256 manifests, dry-run restore, presets, retention and self-contained ZIP export and import.
- Structured the code as a platform-neutral core of models, contracts and transfer rules, separate from the infrastructure adapters and a thin Avalonia MVVM interface, with a developer CLI for catalogue work alongside.

Cont-Air-Near · Programmer and project lead, four-person team

2024 - 2025

Academic team project

`Python · FastAPI · React · SQLAlchemy · SQLite`

Repository github.com/x0-lf/Cont-Air-Near · Case study majchrzak.me/projects/cont-air-near

- **Team result:** one web application for managing ships, ports, cargo products, clients, orders and the operations that connect them, delivered in January 2025.
- Implemented registration, the user system, JWT authentication, bcrypt password hashing and salting, and four-role authorisation across the FastAPI backend and React client.
- Added input validation, session-expiry logout and disposable-email-domain blocking; protected API endpoints, React routes and actions for the guest, client, employee and admin roles, and limited each client to their own orders.
- Created the foundational Operation, Port and User functionality with its CRUD workflows and relationships, and early React interfaces connected through a shared Axios API service.
- Integrated feature branches, resolved conflicts and repaired CI ahead of delivery of the cargo-management application.

04 Additional projects

Object Detection Demo · Independent developer

2025

`Python · YOLOv5n · OpenCV`

Case study majchrzak.me/projects/object-detection · Demo youtu.be/x7hRg5CzjtQ

- Filmed my own street footage, hand-labelled around 600 frames and trained a YOLOv5n model on custom classes (cars, bushes, buildings, road signs), with OpenCV rendering boxes, labels and confidence scores back onto the video.
- Grew the dataset from roughly 100 images after early runs fell short and compared YOLOv5 variants on the same footage; a single-scene learning project, not a benchmarked detector.

UML and system modelling · Sole author

`UML · Lucidchart · Java · C#`

Case study majchrzak.me/projects/uml-modelling

- Four analytical class models: scientific research project management, a fantasy game manager, flight reservations, and orders with a user who is both client and worker.
- Recorded business rules as constraint notes, multiplicities and disjoint, complete and overlapping generalisation sets; the research model was later developed into a working C# application.

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05 Education

Bachelor's degree in Computer Science

2020 - 2026

Polish-Japanese Academy of Information Technology · Completed

- The programme included a sabbatical year in 2021 to 2022.
- Coursework and projects covered application development, web systems, databases, software engineering, machine learning, AutoML (AutoGluon, Dataiku) and end-to-end AI system design, external API integration, computer vision, graphics, infrastructure, development methodologies and security.
- Diploma: Haardon, a licensed Unity and C# FPS/RTS game with procedural world generation, delivered through early-alpha, beta and final-product milestones with Agile delivery.

06 Technical skills

GAME DEVELOPMENT Unity, C#, designing game mechanics and game loops, state machines, behaviour trees, animation integration, Roblox Studio, Lua	**APPLICATION DEVELOPMENT** Python, Java (Hibernate/JPA), .NET, VBA (Visual Basic), Avalonia, MVVM, MVC, SQLite, MSSQL, Oracle SQL, T-SQL, PL/SQL
WEB FastAPI, Express.js, React, p5.js, TypeScript, Astro	**TOOLS AND DELIVERY** Git, GitHub, CI/CD workflows, Jira, Agile (Scrum, Kanban), MoSCoW analysis, UML, Enterprise Architect, Lucidchart, Vertabelo, LaTeX (documentation)
DATA AND AI AutoML (AutoGluon), Dataiku, OpenCV, YOLOv5, Docker, Podman	**CREATIVE** Blender, Figma (UI / UX prototyping); scoring and cutting the Haardon game trailer, electronic music production

07 Languages

POLISH Native	**ENGLISH** C1, advanced	**GERMAN** Beginner	**DUTCH** Beginner

08 Additional information

WORK AUTHORISATION	EU citizen (Polish); no work permit required.
LOCATION	Amsterdam area, Netherlands. Open to on-site, hybrid and remote roles.
BEYOND WORK	Distance running, playing and building games, resurrecting storage hardware, electronic music production, security labs (TryHackMe), building and experimenting with multi-agent LLM workflows, MCP integrations and structured DESIGN.md specifications for design-to-implementation agentic workflows.