

# Mateusz Salaga

Video Game Programmer



Malmö, Sweden



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## Profile

I'm Mateusz Salaga, a video game programmer from Sweden ready to work and learn in various aspects of video game development.

## Internships

### - Clifftop Games

*Generalist Programmer*

*September 2023 - April 2024*

- *Worked on Project III (Unreleased) - pixel art point and click made in Unity*
- *Gameplay, Debugging, Tools, UI*

## Education

### - The Game Assembly (TGA), Malmö

*Higher vocational education, Game Programming*

*August 2021 - April 2024*

- *15 Courses, including: C++, Design Patterns, AI, Procedural Generation, Tools*
- *Developed 8 fully fledged video games in multidisciplinary teams of up to 22 people.*

### - Cybergymnasiet, Malmö

*Upper secondary school, Information and Media Technology*

*August 2018 - June 2021*

- *Java Programming*
- *HTML, CSS*

## Links

[Portfolio](#)

[LinkedIn](#)

[GitHub](#)

## Skills

C++

C#

Unity

Unreal Engine

Perforce

Agile and Scrum

## Languages

English - Fluent

Swedish - Fluent

Polish - Native