

# Ing. Patrik Papšo

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## Education

**Master's degree**, *Faculty of Informatics and Information Technologies*, Slovak Technical University Bratislava. **2017–2019**

Intelligent Software Systems

**Bachelor's degree**, *Faculty of Informatics and Information Technologies*, Slovak Technical University Bratislava. **2014–2017**

Informatics

## Languages

**Slovak**: Native

**Russian**: Pre-intermediate

**English**: Fluent

## Programming skills

**C++**: University projects, PBR, raycasting and OpenGL basics

**C#**: Unity 3D

**Python**: Django back-end, small projects

**Javascript**: Front-end React/Vuejs basics, Nodejs

## Skill set

**Unity 3D**: Intermediate level

**Git**: Intermediate level

**Plastic SCM**: Beginner level

**Adobe Photoshop**: Beginner level

**Adobe Illustrator**: Beginner level

## Enriching activities

**Bratislava Game Jam 2018**: Part of the team Mega Z with game WeatherZ

**Summer Game Dev 2018, Bratislava**: 5 weeks game development course - (<http://summergeamedev.sk/>)

**Bratislava Game Jam 2017**: Part of the team Mega Z with game Mia-Bot, *won the best aesthetics* award

## Hobbies

**Programming**: Games and graphics development, small personal projects

**Sports**: Floorball, table tennis

**Computer games**: Semi-professional Overwatch competitive player