

Tomasz Kaczmarek

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I am highly motivated Indie game developer who seeks to pursue his career in exciting new ways. I believe to be a strong candidate for the post due to my rich and diversified background.

SKILLS

- Adaptive. Always looking for self-improvements and challenges
- Bilingual. Polish – Native, English – Professional proficiency
- Creative. There are no problems, only less elegant solutions
- Passionate. Always putting over 100% in anything committed to

PROFESSIONAL PROFILE

- Over 9 years of managerial experience and team leading
- Initiator, founder and co-organizer of successful game jams, national and international conferences and conventions
- Able to work in teams of any size as well as individually
- Seeking future self-development during a long-term employment
- Guest lecturer and consultant at various universities and conferences across Poland (co-author of GAMEDEC degree at KWU)
- Organized weekly creativity and conflict resolution exercises for co-workers to promote self-development, character and skill growth
- Learned to quickly access the proper tools to resolve situations

EDUCATION

- **MA Digital Games Theory and Design** (Masters) 2012 – 2014 Brunel University London, Uxbridge; Dissertation: Potential benefits and deficits of implementing player to player social interaction system in digital board game conversions
- **BSc (Hons) Digital Games Design (2:2)** 2009 – 2012 Buckinghamshire New University, High Wycombe; Dissertation: Analysis of limited vision in video games as an acceptable challenge and emotional stimulus.

VOLUNTARY WORK

- **November 2017 – Present** Rapture Gaming Festival, Colchester/Reading, UK, rapturegamingfestival.com, Tournament Volunteer
- **October 2016 – Present** Salvation Army Trading Company LTD, South Region, UK, www.satradingsco.org, Volunteer
- **December 2015 – Present** Insomnia Gaming Festival by MultiPlay, Birmingham, UK, www.multiplay.com, Head of Hearthstone Tournament
- **July 2007 – Present** Zjazd Twórców Gier (renamed to Game Industry Conference), Poznan, Poland, www.gic.gd, Founder
- **October 2004 – Present** Games Research Association of Poland, Poznan, Poland, www.ptbg.org.pl, Supporter, and Member
- **February 1997 – Present** Fanootherpg, www.fanootherpg.pl, Independent Game Design

WORK EXPERIENCE

- **April 2017 – Present**
Fanootherpg LTD, High Wycombe, Bucks as a Company Director
- **October 2016 – Present**
Salvation Army Trading Company LTD, High Wycombe, Bucks as a Shop Manager
- **May 2016 – November 2016**
Cineworld Cinemas, High Wycombe, Buckinghamshire as a Team Member
- **March 2016 – June 2016**
Sainsbury's Local, Flackwell Heath, Buckinghamshire as a Store Supervisor
- **September 2014 – March 2016**
4* Hotel du Vin, Henley-on-Thames, Oxfordshire as a Night Manager
- **April 2013 – September 2014**
4* Danesfield House Hotel & Spa, Marlow, Bucks as a Night Auditor/Duty Manager
- **November 2009 – April 2013**
ZS SUPPLIES UK LTD, High Wycombe, Bucks as a Senior IT Technician / Shop Manager

REFEREES

- **Liam Probert – Event Manager** – Rapture Gaming Festival, Flat 119, Unilife Parkhouse, 102-108 Above Bar Street, SO14 7DT Southampton, UK liam.probert@gmail.com
- **Ph.D. Michał Mochocki – Assistant Professor at Faculty of English Studies within Institute of Modern Languages and Applied Linguistics** – Kazimierz Wielki University, Jana Karola Chodkiewicza 30, 85-064 Bydgoszcz, Poland, +48 52 341 91 00, michal.mochocki@gmail.com