Tomasz "Fanotherpg" Kaczmarek

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SUMMARY

Experimented in game dev with:

- Lecturer in Games Design at London College of Communication, University of the Arts London since 2018.

- Active e-sport judge for some of the biggest gaming expos in the UK (Insomnia and Rapture) since 2015

- An alumnus of Masters of Arts in Digital Games Theory & Design from Brunel University London (2014)

- Industry consultant for Gamedec: Games Studies & Design degree curriculum at Kazimierz Wielki University in Bydgoszcz (2013)

- The promoter of new technologies in Poland: Makey Makey (2012), Leap Motion (2013), Oculus Rift (2013), Google Glass V3 (2014)

- Translator into Polish and first-time presenter in Poland: Indie Games: The Movie (2012) Minecraft: The Story of Mojang (2013)

- An alumnus of Bachelor of Science in Digital Games Design from Buckinghamshire New University (2012)

- Winner for London and World of Accessibility Challenge by International Game Developers Association (IGDA) during Global Game Jam (2012)

- Present in local and national media – press, radio, tv – as well as memes – graphic, video games, songs – since 2008

- Speaker and guest lecturer at among others: Jagiellonian University, Lodz University of Technology, Poznań University of Technology, the University of Gdańsk since 2008

- Cosplayer since 2008

- (Co-)Founder of many gaming events like:
  - Game jams, and indie stands at various events.
  - International Click Convention (2009 – Polish edition, social media afterwards)
  - Cebulkon (2008) Fantasy Convention in Kalisz,

- o Zjazd Twórców Gier (ZTG – 2007/2008) currently known as Game Industry Conference (www.gic.gd)
- Member of Games Research Association of Poland since 2004
- Active Online Indie Community member since 2001
- Game Developer (Designer, Coder, Tester, Translator, 2D/3D Graphic Artist) and volunteer since 1997

Involved in:

- Experimental Systems (like audio only controls)
- Creation of Custom 2.5D Engines (pseudo 3D)
- Improvement of built-in mechanics (scale and rotation)
- Algorithm implementation
- Gamedev Academia

GAMES IN PROGRESS

1. Sensou (2009-ongoing) – with Marcelo Collar – Action Role Playing Tactical Strategy Game – Code, design, story (https://www.youtube.com/watch?v=uVY0ZGg_W8Y)
2. SEN (2009-ongoing) – with Gien Entertainment – 2D Hockey Game – Code, design

UAL PROJECTS

3. Yl Shmup (2019) – Shmup – Art, code, design
4. Ducks of Victoria (2019) – Arcade – Art, code, design
5. Flynn Walls (2019) – Arcade – Art, code, design
6. Filips Cups (2019) – Memory – Art, code, design
7. Orbit Race (2019) – Racing – Art, code, design
8. Pipes (2019) – Puzzle – Art, code, design
9. Shaped BEDMAS (2019) – Puzzle – Art, code, design
10. Scaled Tanks (2019) – Arcade – Art, code, design
11. Shaped Memory (2019) – Puzzle – Art, code, design
12. Shaped Invaders (2019) – Arcade – Art, code, design
13. Whack a Square (2019) – Arcade – Art, code, design
14. Manicliker (2019) – Arcade – Art, code, design

15. Green Eye (2019) – Arcade – Art, code, design

16. Bombastic Bricks (2019) – Arcade – Art, code, design

17. Ping (2019) – Shmup – Art, code, design

18. XY (2019) – Logic – Art, code, design

19. Crosser (2018) – Action – Art, code, design

20. Treasure Hunter (2018) – Action – Art, code, design

21. One Liner (2018) – Experimental – Art, code, design

22. Fishing (2018) – Action – Art, code, design

23. Tag – Catch N Drop (2018) – Arcade – Art, code, design

24. Bomber (2018) – Action – Art, code, design

25. Collect (2018) – Arcade – Art, code, design

26. Swimmer (2018) – Sports – Art, code, design

27. Relay (2018) – Sports – Art, code, design

PERSONAL PROJECTS

28. 100 past 123 (GGJ 2019) – Experimental – Art, code, design

29. Lights up (GGJ 2019) – Experimental – Art, code, design

30. SUPERMIAMI (2016) – Demake of SUPER HOT & Hotline Miami – Art, code, design

31. Our Sun (GGJ 2015) – Strategy – Art, code, design

32. Sjirkles (2014) – Arcade – Art, code, design (Uni A*)

    a. Named the best piece of work at this level, he ever saw by a lead tutor Justin Parsler

33. ProtoCircles (GGJ 2014) – Arcade – Art, code, design

34. SkyUp (GGJ 2014) – Arcade – Art, code, design

35. Knights (And other Stuff) (GGJ 2014) – Brunel Team – Arcade – Technical assistance (Rogers)

36. Wildlife Escape (2013) – Runner – Art, design (Uni)

37. KlikChess (2013) – Board game – Code (Uni - Best in class)

Parts of Bachelor's Thesis: Analysis of limited vision in video games as an acceptable challenge and emotional stimulus

38. **Shades of Ninja (2012) – Experimental – Art, code, design**

39. **Kolony Caves (2012) – Experimental – Art, code, design**

40. Mini Freerunner (GGJ 2012) – Multimedia Fusion Team – Arcade – Art, code, design
    a. The IGDA Accessibility Challenge winner for London & Global ref Ian Hamilton former CBeebies

41. The Grind (GGJ 2012) – Multimedia Fusion Team GGJ12 – Arcade – Co-coder

42. Ouroboid (GGJ 2012) – Multimedia Fusion Team GGJ12 – Arcade – Code, design

43. Infinite wave (GGJ 2012) – Multimedia Fusion Team GGJ12 – Arcade – Art, code

44. MushMush (2012) – Platformer – Art, code, design (Uni)

45. Sens3s: The Art of Understanding (2011) – Fanotherpg et al – Adventure – Art, code, design

46. Hum4n1ty (GGJ 2011) – Multimedia Fusion Team – Experimental – Art, code, design

47. The god's speech (GGJ 2011) – Multimedia Fusion Team – Experimental – Art, code, design

48. Frayed (GGJ 2011) – Multimedia Fusion Team – Experimental – Co-coder

49. Vocalayno!!1 (GGJ 2011) – Multimedia Fusion Team – Arcade – Audio control coder

50. Cave Belly of the Whale aka Light, Light I say! (2011) – Multimedia Fusion Team – Arcade - Art, code, design

51. Walk in a park (2011) – Only audio environment experiment – Art, code, design (Uni)

52. Kolony 0 (2011) – Strategy – Art, code, design (Uni)

53. The Messenger: GM (2011) - Fanotherpg et al – 2D platform game – Code, design (Uni)

54. The Messenger: Retold (2011) – Fanotherpg et al – 2D platform game – Co-coder

55. The Messenger (2010) – Fanotherpg et al – 2D platform game – Code, design

56. Klanarchia RPG (2009-10) – Michał "Furiath" Markowski et al – Paper RPG – Part of post-release development/tester group.

57. Cade Tower: Eozsof (2008) – Fanotherpg et al – cRPG – Art, code, design

58. Duked (2008) – Fanotherpg et al – cRPG – Art, code, design

59. Drega Syia: Eozsof PA (2007) – Fanotherpg et al – cRPG – Art, code, design
    a. Winner of International Game Jam for the best interactive menu at GameBuilder.info

60. Death Cage 2: Nightmare Returns (2007) – Fanotherpg et al – Shooter – Code, design

61. oXo (2007) – Fanotherpg et al – Board game – Code, design

62. Forbidden Way: Eozsof (2007) – Dungeon Crawler – Art, code, design

63. Death Cage (2006) – Fanotherpg et al – Shooter – Code, design

64. Imperia (2005-2006) – Real-Time Strategy – Art, code, design

65. Troy (2005) – Zet Group– 2D Platform game – Art, code (AI)

66. Santa in the Calisia at Xmas (2004) – Adventure – Art, code, design

67. Fast Track (2003) – Arcade – Art, code, design

68. Brick Breaker (2002) – Arkanoid – Art, code, design

69. Coding Blitz Games (2000-2002) – Various – Art, code, design

     a. Learning basics of Blitz Basic, C++, Delphi, Java while creating various simple application and video games

70. Floppy Adventures (1999-2000) – AR Adventure – Art, design

     a. Floppy intros (5.25”) giving hits and tasks to perform within proximity of “game computer” to find another part of the story set (up to 7 floppies within one adventure game).

71. Heroes of Grass & Paper (1997-1998) – Board Game – Design, conversion of Heroes of Might & Magic 2 to a board game

SOFTWARE

72. Audio Engine (GGJ 2012)– Multimedia Fusion Team – Experimental – Art, code, design

73. GWG (2009) – Evaluation app for 2nd and 3rd Global War Jam

74. KlikUploader (2007) – FTP client – Art, code, design

75. Drega Syia: Dev Tools (2006-2007) – In-game content development tools for Drega Syia: Eozsof PA (2007)

TESTING

76. Just a Cleric (2016) – DXF Games – Platformer – Beta-testing

77. Knytt Underground (2013) – Nifflas – Platformer – Different MacOS versions compatibility tests –post-release

78. Super Panda Adventures (2013) – BlueEagle – Platformer – Alpha Tester

79. Will Self “Kafka's Wound”: A Digital Literary Essay video game by Tanya Krzywinska (2012) – Art – HTML5 Porting assistance

80. The Outlaw, The Drunk, & The Whore (2010) – DXF Games – Arcade – Beta-tester

81. Gun Girl 2 (2010) – BlueEagle – 2D Platform Game – Beta-tester

82. Duel Toys 2 (2010) – diefox – Beat'em up – Beta-tester

83. Wacko Plus! V. 1.8 (2009) – Wolf Software – Arcade – Lead tester

84. Turning the Tide (2009) – Steve Harris Games – Shoot'em up – Lead tester

85. Booberbox (2009) – climou – 2D Platform-puzzle game – Gameplay tester

86. Zombie Hunterz (2009) – Pentagraf – Beat'em up – Balance designer

87. Galaxia Chronicles (2008) – elVix Company –2D Platform game – Lead Tester

88. Malayalam Island of Mysteries (2008) – MJK Games - Survival – Lead tester

89. Gappy 2 (2008) – Neo Games – Puzzle game – Beta-tester

90. Hasslevania: The Quest for Shuteye (2007) – DXF Games – 2D Platform game – Beta-tester

91. Necropolis rising (2007) – DXF Games – cRPG – Lead tester V4

92. Dizzy YolkFolk Adventures (2007) – Kurak Games – 2D Platform game – Gameplay tester

TRANSLATING

93. Shipyard (2009) – Don Sotto – 2D Naval Strategy – English translation

94. Rawtank (2008) – climou – 2D Puzzle game – part-translation to English

95. Thud (2008) – climou – 2D Platform game – part-translation to English

96. Gappy 2 (2008) – Neo Games – Puzzle Game – part-translation to English

97. Cublog 2 (2008) – climou – 2D Platform-puzzle game – part-translation to English

98. Diamenciarz (2008) – climou – 2D Platform game – part-translation to English

99. Slime the Slimery (2007) – Pozik Games – 2D Platform game – part-translation to English

100. Five Magical Amulets (2005-2006) – Tomus – Adventure Game – Translation to Polish, later continued by Adventure Mag

DESIGN

101. Boom Slingers – BattleCards (2019 – ongoing) – Tuokio – Action – Design assistance & Testing

102. SteamHounds (2018-ongoing) – Stray Basilisk – Turn Based Battle Game – Design assistance & Testing

103. Futurust (2017) – d3n – Adventure – Design assistance & Kickstarter campaign setup

104. ORP "Burza" (2011) – Don Sotto – Arcade – Design suggestions, Q/A Assurance (NC)

105. mini 03 (2009) – climou – 2D Platform game – Design improvements

106. Last chance (2008) – Pozik Games – 2D platform game – Design help

ANNOUNCED & LOST

107. Madness: In Search of Life (2008) – Temporal – cRPG – Co-designer and Storywriter

108. Zombie Hunterz 1.5 (2009) – Pentagraf – Beat'em up – Design improvements

109. Monster Smash (2007-2009) – Pentagraf – cRPG – Beta tester and design improvements

Selected titles from above are available from the following sites:

- http://tm2fk.pl/ggj/ - Global Game Jam entries

- http://tm2fk.pl/sens3s/ - Sens3s dedicated website

- http://chomikuj.pl/Klikibaza - Collection of the best work of Polish and western authors

- http://www.create-games.com/download.asp?id=5252 – Five Magical Amulets minisite

- http://www.moddb.com/games/galaxia-chronicles - Galaxia Chronicles (before the Ion Adventures)

- http://www.paulinthenet.de - GunGirl 2 & Super Panda Adventures website

- http://dueltoys.blogspot.co.uk/ - Duel Toys 2 dedicated website

- http://store.steampowered.com/app/248190/ - Knytt Underground on Steam

ACTIVITIES & TALKS

===Upcoming===

1. Game Industry Coference 2019 – 17th – 20th October

===2019===

2. EGX Rezzed – 5th April 2019
   a. Representing LCC UAL
3. Games First London – 29th January 2019
   a. Representing Fanotherpg LTD

===2018===

4. International Larp Academy Conference 2018 (ILAC 2018), Minsk, Belarus – 26th-28th October 2018
    a. Teaching Games Design - Keynote Speaker / Lecturer
5. Game Industry Conference 2018 – 11th – 14th October 2018
    a. University of the Arts London representative
6. Insomnia (63) Gaming Festival – 24th - 27th August 2018
    a. Tournament Manager (Hearthstone)
7. Rapture Gaming Festival Colchester – 19th-22nd July 2018
    a. Presenting Sensou in the Indie Zone
    b. Assisting volunteers in VR/Minecraft/Fortnite/Esports areas
    c. Part of the Logistics (Building) Team
8. Insomnia (62) Gaming Festival – 29th March – 1st April 2018
    a. Tournament Administrator (Hearthstone)
9. Game Academy – 10th January 2018
    a. Fluid Design, how alternative gameplay was born

===2017===

10. GIC X – 5th -8th October 2017 (10th anniversary of ZTG.PL)
    a. Industry consultant
11. Insomnia (60) Gaming Festival – 14th – 17th April 2017
    a. Assistant Tournament Administrator (Hearthstone)
12. London Games Festival – 30th March – 08th April 2017
    a. Game Culture Summit at Regents Street Cinema – Steward
    b. Dear Esther Live at St John's Church in Hackney - Steward c.   Game Character Parade at Guildhall Art Gallery – Steward
13. Guest lecture at Kazimierz Wielki University in Bydgoszcz – 7th March 2017
    a. 20 years of Polish Indie Scene
14. Games-ED International Seminar at Kazimierz Wielki University in Bydgoszcz – 6th March 2017
    a. Game degrees at Brunel University in London

     b.   Potentials and challenges of higher-ed games education (Norway + UK + Poland Panel Discussion)

===2016===

15. Insomnia (59) Gaming Festival – 9th – 12th December 2016
     a.   Assistant Tournament Administrator (Hearthstone)
16. GIC IX – 21st – 23rd October 2016
     a.   Industry consultant
17. Insomnia (58) Gaming Festival – 26th - 29th August 2016
     a.   Assistant Tournament Administrator (Hearthstone)
18. Insomnia (57) Gaming Festival – 25th - 28th March 2016
     a.   Assistant Tournament Administrator (Hearthstone)

===2015===

19. Insomnia (56) Gaming Festival – 11th - 14th December 2015
     a.   Tournament Runner (Hearthstone)
20. VIII Zjazd Twórców Gier - 8th ZTG GameDev Convention – 16th - 18th October 2015 renamed to Game Industry Conference
     a.   Became Industry consultant for GIC
21. Guest lecturer at Ganymede Academy – 15th October 2015
     a.   Indie soup for corpo workers
22. Guest lecturer at House of Polish Culture in Vilnius – 30th August 2015
     a.   Introduction to Polish Gamedev
23. Nordic Game Jam 2015 – 6th - 8th February 2015
     a.   Little Nando (Tough Coded) – "Video game Jockeying Micro-Seminar"
     b.   technical support and camera operator

===2014===

24. Guest lecture at Kazimierz Wielki University in Bydgoszcz – 18th November 2014
     a.   Indie thought about Sunday, and they took him into corpo on Friday…

25. 10th International Academic Conference on the Culture-Generative Function of Games cycle, Entitled: Game-based learning / Game-biased learning – 15th - 16th November 2014
    a. Analysis of limited vision in video games as an acceptable challenge and emotional stimulus
    b. E-SPORT in a distorting mirror – the perception of e-sports by non-gamers
26. VII Zjazd Twórców Gier - 7th ZTG GameDev Convention – 25th - 26th October 2014 – organized with Technical University of Poznań during Poznań Game Arena (international expo)
    a. Panel: What killed the indie games and what happens next?
27. Game Industry Trends 2014 – 02nd - 03rd October 2014 – Business and gamedev conference organized by NoNoobs
    a. Today's peacock is tomorrow's… Why Indie is dead and becoming a celebrity – suicide
    b. Panel: How to teach game creation
28. Guest lecture at Arkham Calisia Fantasy Club – 18th July
    a. GAMEDEC: Days of Past Future
29. Guest lecture at Kazimierz Wielki University in Bydgoszcz – 8th May 2014
    a. Visual game development, alternative for traditional programming
30. Digital Dragons 2014 – Gamedev Conference – 7th - 9th May 2014
    a. The Big Indie Pitch – Presentation Consultant

===2013===

31. Grakademia #3 – a Regional meeting of gamers – 26th - 27th October 2013
    a. What can be qualified as proper usage of "comic form" in video games?
32. Guest lecture at Kazimierz Wielki University in Bydgoszcz – 25th October 2013
    a. How unknown native indie conquered Poland and contributed to the game design studies in England
33. VI Zjazd Twórców Gier - 6th ZTG GameDev Convention – 19th - 20th October 2013 - Organized with Technical University of Poznań during Poznań Game Arena (international expo)

a. Panel: Criticising games as evil altogether with Marcin M. Drews (Magritte) Sos. O Sosowski (McPixel) and Igor Hardy (Snakes of Avalon)

b. Today's peacock is tomorrow's – in other words however, you look at it Indie is dead.

c. What can be qualified as proper usage of "comic form" in video games?

34. Pyrkon 2013 – Convent for fantasy fans – 22nd - 24th March 2013

35. Visual Game Development Brunel University London – study games at any level

===2012===

36. Adventure-X – UK Adventure game Expo – 15th - 16th December 2012

a. Adventures in Multimedia Fusion o Sens3s: The Art of Understanding – game presentation

37. V Zjazd Twórców Gier – 5th ZTG GameDev Convention – 26th - 28th October 2012 - Organized with Technical University of Poznań during Poznań Game Arena (international expo)

a. Clicks – Many platforms one code o How much Indie is in Indie Game: The Movie? with Igor Hardy

b. Panel: Games of future, future of games

c. Seeing differently, senses toward imagination

d. Indie Game: The Movie – full movie presentation

===2011===

38. Adventure-X – UK Adventure game Expo – 17th - 18th December 2011

a. Background and Creation of Sens3s: The Art of Understanding

39. Indie Stand at Szczecin Gameshow– International Expo – 25th - 27th November 2011

a. Panel: Indie Games Development

40. Guest lecture at Technical University of Poznan – 24th November 2011

a. 3D in Clicks? Ways of implementation of the 3rd dimension in Multimedia Fusion

41. Guest lecture at Jagiellonian University – 22nd - 23rd November 2011

a. Multimedia Fusion 2 as a platform for simple and rapid game prototyping and development
   b. How to design levels in a Jam environment
42. 7th International Academic Conference on the Culture-Generative Function of Games cycle, entitled: Perspectives on the development of ludology – 19th - 20th November 2011
   a. Games as a science. That is the teaching of games in the world and in Poland
   b. Digital creation not for science minds o Sens3s: The Art of Understanding – Educational aspect
   c. Blasphemy, business or maybe an art?
   d. Indies – who we really are?
43. IV Zjazd Twórców Gier – 4th ZTG GameDev Convention – 8th - 11th September 2011 - Organized with Faculty of Technical Physics, Computer Science and Applied Mathematics at Lodz University of Technology
   a. Talk about morals in Sens3s: The Art of Understanding o Gamedev in Poland – Indies and AAAs about Gameducation
   b. Do you click? If not, come and learn how to create your own games
   c. Indie Game: The Movie – Presentation of IGTM as the agreement with Blinkworks Media
44. WGK'2011 I National Conference on Computer Games Development – 2nd - 4th September 2011
   a. Sens3s: The Art of Understanding Chapter 1: Eyesight – game presentation as part of Developer Showcase
45. Polcon 2011 – Convent for fantasy fans – 25th - 28th August 2011
   a. Games as a science. That is the teaching of games in the world and in Poland
   b. Panel: Do amateur groups have a chance to create a game in Poland
   c. Do You Click? If not, come and learn how to create your own games
   d. Sens3s: The Art of Understanding Chapter 1: Eyesight
   e. Gamedev in Poland – Indies and AAAs
   f. Panel: The future of the computer games market in Poland
46. Click Convention 2011 - international convention of Clickteam Framework users – 19th - 21st August 2011
   a. Technicalities behind Sens3s: The Art of Understanding
47. Guest lecture at Jagiellonian University – 24th May 2011

     a. Capabilities and applications of Multimedia Fusion 2 framework for prototyping and creating video games. A case study based on the creation of the pseudo-3D graphic.

48. Indie Stand at Szczecin Gameshow– International Expo – 21st - 22nd May 2011
     a. Panel: How to start in Indie Games Development

===2010===

49. 6th International Academic Conference on the Culture-Generative Function of Games cycle, entitled: Between pleasure and usefulness – 13th - 14th November 2010
     a. "The creative dilemma: pleasure and usability, and playability and technology"

50. Guest lecture at Jagiellonian University – 9th November 2010
     a. Workshop and ways of work of Independent Games Developers

51. Indie Stand at Szczecin Gameshow 2010 – International Expo – 6th - 7th November 2010
     a. Rapid games development o Studying in the field of Games (Design, Development, Assets)

52. III Zjazd Twórców Gier – 3rd ZTG GameDev Convention – 15th - 19th July 2010 – Organized with Faculty of Mathematics, Physics, and Informatics at University of Gdańsk
     a. Comparison presentation of Multimedia Fusion 2, Game Maker and RPG Maker (MMF)
     b. Are Games Art or Daub o Retro is Alive o Studying in the field of Games (Design, Development, Assets)

===2009===

53. (2nd) Zjazd Twórców Gier - 2nd ZTG GameDev Convention – 27th - 31st July 2009
     a. Presentation of Sensou – work in progress Action Strategic Role Playing Game
     b. Banned or not appropriate Games made in Multimedia Fusion
     c. Commercial titles released and made with Multimedia Fusion 2

54. Click Convention 2009 – international convention of Clickteam middleware users – 23rd -27th July 2009

    a. Presentation of Sensou – work in progress Action Strategic Role Playing Game

    b. Commercial titles made and released in Multimedia Fusion 2

    c. Games made in Japan

55. Cebulkon 09' – Convent for fantasy fans – 11th July 2009 a.   Clanarchy – RPG system for everyone

===2008===

56. I Zjazd Polskiej Sceny Klikowej - All-Poland Convention of Polish Click Community – 8th - 10th August 2008 – later renamed to Zjazd Twórców Gier / ZTG GameDev Convention

    a. Social aspects in current Polish Klik community b.   Indie games development in Klik community

57. Cebulkon 08' – Convent for fantasy fans – 25th July 2008

58. Fallout Universe based on Fallout games and PnP RPG

===2007===

59. First concepts and preparation planning for ZTG.PL at NukeBoards forums.