Jakub Cupisz	kubacupisz@gmail.com
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Date of birth: 24.07.1985	+45 50197552

Software developer having a passion for creating beautiful and simple solutions to complicated problems.

Education	2006 -	- present	Denmark Technical University - Computer Science Informatics and Mathematical Modelling (IMM)
	2003 – 2007		Warsaw University of Technology - Computer Science Faculty of Mathematics and Information Science (MiNI)
Work experience	Fall 2008	Teachin Service	ng Assistant, DTU, 02267 Software Development of Webes
	June 2008	Teachin with M	ng Assistant, DTU, 02633 Introductory Programming atlab
	since 2007	Kapow	udent Programmer, Kapow Technologies, working on Web Data Server, which can wrap any existing website application into data feeds or API's - all with no coding.
	2005	_	mmer / Flash Developer, CityBusinessNetworkPoland, oment of a CMS and Flash design
Big projects	2009	Programmer, DADIU, production of <i>PuzzleBloom</i> , a puzzle-action game made in Unity Engine.	
	2008		Devices Programmer, DADIU, production of <i>Play</i> , a a mobile platform (Nokia N95) using Flash Lite
	2007	Program Life 2 So	mer, DADIU, production of <i>Feeder</i> , a game using Half- ource
			veloper, MiNI Faculty, creating a Flash presentation g the Faculty

**Qualifications** 

Computer – Effective C# and C++

graphics - OpenGL

- Cg, HLSL and ShaderLab

- Unity Engine, Valve's Source Engine

- Strong mathemathics and physics background

General – Java (J2EE, Swing)

- C++ and C, Win32 API

Web – JSP, Servlets

ASP.NET and PHP

Web Services

Flash with OO ActionScript

- SQL

XHTML / CSS and JavaScript

- XML, DTD, XmlSchema, XPath, XSLT

Mobile – Flash Lite 2

Known - Eclipse, NetBeans, Visual Studio 2008

software - Subversion

Macromedia Flash CS3 and Dreamweaver

Blender, Unigraphics NX, Adobe Photoshop CS3

Other Languages - Polish (fluent)

English (advanced)German (intermediate)

Danish (basic)Spanish (basic)

Hobbies Mountain biking, photography, sailing and cooking

Driving License Class B