




PERSONAL INFORMATION

Michalis Kamburelis

-  Wrocław (Poland)
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POSITION

Developer (Games, Game Engines, OpenGL, Web, Mobile)

WORK EXPERIENCE

2016–Present

Game developer

Cat-astrophe Games

I'm the lead (and only:) game developer in a new game studio Cat-astrophe Games , <http://cat-astrophe-games.com/> . We're **making games using my open-source Castle Game Engine**. For many platforms, including **Android and iOS**.

2005–Present

Portable game engine developer

Castle Game Engine

I'm the author and lead developer of the Castle Game Engine <http://castle-engine.sourceforge.net/> , an **open-source 2D and 3D game engine**. The engine is **written entirely in a modern Object Pascal language**, as implemented by FPC. The engine is **portable -- desktop (Windows, Linux, MacOSX..), mobile (Android, iOS), web plugin**. It includes a myriad of graphic options and support for multiple 3D and 2D formats, like VRML/X3D and Spine. **This is probably my largest (and still ongoing) life project**.

2014–2016

Game frontend developer (C#, Unity)

Ten Square Games

Frontend (mostly) developer of a large 3D game, using the **Unity Web Plugin, HTML5 and Android** platforms. The frontend was **C#**, backend in **PHP and Java**.

2005–Present

Pascal developer

PasDoc

PasDoc <https://pasdoc.sipsolutions.net/> is an open-source **code documentation tool for modern Object Pascal (Delphi, Free Pascal etc.)**. I joined the development team in 2005, and since then I'm the lead project developer.

2012–2013

Web developer

Stermedia.pl

Development of various web applications using **Symfony, Drupal**, with HTML5, Google Maps integration and other features.

2009–2011

Web developer (Drupal, OpenVZ, Phpbb)

Urząd Miejski Wrocławia

Development of <http://informatyka.wroc.pl/> website. The frontend includes integrated (single sign-in and consistent theme) **Drupal, Phpbb and Moodle**. The website includes various interactive parts, compiling and checking sample code in a sandbox, using my small wrapper over **OpenVZ containers (virtualization technology on Linux)**.

- 2007–Present **Web developer (Moodle)**
 Institute of Computer Sciences of University of Wrocław
 Development of various **Moodle** plugins and themes (PHP, MySQL) for <http://skos.ii.uni.wroc.pl/> .
 Server administration (Debian). Single sign-in (CAS) using the university central server.

- 2004–2005 **Delphi developer**
 Dolnośląski Urząd Wojewódzki
 Development of a large **database GUI application in Delphi**. The application was used simultaneously on ~50 workstations connected to a single Firebird database server. The application managed all the tickets issued for law violations across the state of "dolnośląskie" in Poland. It was still used for a couple of years after development without the need for any maintenance.

EDUCATION AND TRAINING

- 2000–2006 **Master's degree studies**
 Institute of Computer Sciences at the University of Wrocław
 My final thesis was about my open-source Castle Game. It described how to implement VRML/X3D scene graph efficiently. It's a little dated now, but you can read it on http://castle-engine.sourceforge.net/engine_doc.php.

- 2006–2011 **Ph.D. studies**
 Institute of Computer Sciences at the University of Wrocław
 My final Ph.D. thesis is tightly connected to my open-source Castle Game Engine. It describes a system of compositing shader effects on GPU. It is available on http://castle-engine.sourceforge.net/compositing_shaders.php.

During the studies, I was the lecturer at my own-created subjects:

- Blender's Course
- Game Development

I was also teaching various other subjects related to

- Computer Graphics
- Web
- Linux

PERSONAL SKILLS

Mother tongue(s) Polish

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C1	C2	C1	C2	C2

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
 Common European Framework of Reference for Languages

Digital competence

SELF-ASSESSMENT

Information processing	Communication	Content creation	Safety	Problem solving
Proficient user	Proficient user	Proficient user	Proficient user	Proficient user

Digital competences - Self-assessment grid

- I know many programming languages, including Object Pascal (Delphi), PHP, JavaScript, Python, Java, C++, C#.
- I have good experience working with SQL databases, including Firebird and MySQL. I have a basic experience working with NoSQL databases like Redis.
- I'm not a graphic artist, but I have a working experience with 2D and 3D graphic tools, including Blender, 3ds Max, GIMP, Inkscape.
- I have a good knowledge of operating system internals (Windows, Linux, FreeBSD, Mac OS X, Android, iOS). I'm familiar with various OS-specific APIs.

ADDITIONAL INFORMATION

- Publications** **Shadow maps and projective texturing in X3D**, published at the "*Proceedings of the 15th International Conference on Web 3D Technology*". in 2010.
- Publications** **Compositing Shaders in X3D**, published in "*Theory and Practice of Computer Graphics 2011 Eurographics UK Chapter Proceedings*", presented at the conference "*Theory and Practice of Computer Graphics 2011 (TPCG11)*".
- Publications** In 2016 I wrote a short book online "**Quick Modern Object Pascal for Programmers**" with the goal of introducing new programmers to **the Object Pascal language (FreePascal, Delphi)**. The book is available for free on http://michalis.ii.uni.wroc.pl/~michalis/modern_pascal_introduction/modern_pascal_introduction.html . Sources (in Ascidoctor) and more links (like to PDF version) on <https://github.com/michaliskambi/modern-pascal-introduction>