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# Mateusz Płonka

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Date of birth: 22.03.1999  
City: Tarnowskie Góry



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*I am a computer science graduate from the Silesian University of Technology in Gliwice, specialising in computer graphics and artificial intelligence. I am passionate about engaging in complex and challenging projects, especially in the field of machine learning and 3D simulation.*

*My skills range from general and web programming to shader unit design. I am actively progressing in machine learning, applying AI to computer graphics. As a team leader and effective team member, I effectively manage projects in dynamic environments. I am committed to delivering the highest quality results in a variety of roles, from Unity programmer to expert in computer graphics and machine learning.*

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## Professional experience

02.2024 – present  
(6 months)

### **AI/ML Engineer**

The Silesian University of Technology | Gliwice

#### Brief job description:

I am working on a computer vision program for character feature detection and a chat bot project based on LLM models with RAG database integration. I am improving the LLM+RAG system with optimisations for better data retrieval. I am also carrying out research in this area.

07.2014 – present  
(10 years 1 month)

### **Freelance Motion Graphic Designer**

#### Brief job description:

As a freelance Motion Graphic Designer, I specialise in creating engaging graphic and cinematic designs such as animations and promotional posters for events, online creatives and small businesses.

Among my notable achievements are campaigns for RedBullTV and the graphic design of the IGRY 2023 and 2024 events. My graphic design skills combined with my attention to detail result in a strong visual impact, which is also reflected in my programming projects.

01.2022 – 01.2024  
(2 years 1 month)

### **Unity3D / HLSL Developer**

Silsense Technologies | Gliwice

#### Brief job description:

As a Unity3D / HLSL Developer at Silsense Technologies, I played a key role in the design and implementation of advanced 3D simulations in AR/VR environments. I specialised in the development of custom shaders and in the integration of

applications with specialised hardware such as vision cameras.

Working on a research-based medical procedure simulation project, I led a team of developers, overseeing the development of key components of the project.

07.2021 – 11.2021  
(5 months)

**Junior Software Developer**  
REWSOFT | Tychy

Brief job description:

FullStack programmer using Python and Vue in a GCP environment. I gained valuable experience in code cleanliness, which has significantly influenced my future career in computer graphics programming.

04.2021 – 07.2021  
(4 months)

**Unity 3D developer**  
itSilesia | Gliwice

Brief job description:

As a intern in the position of Unity 3D Programmer, I participated in the development of a mobile car show application for a trade show. I gained skills related to code management and naming in Unity Engine, designing a clean and responsive user interface, as well as developing an Android app.

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## Education

02.2022 – 09.2023  
(1 year 8 months)

**The Silesian University of Technology**

Major: Computer Science

Specialisation: Interactive three-dimensional graphics

Title: Master's degree

10.2018 – 01.2022  
(3 years 4 months)

**The Silesian University of Technology**

Major: Computer Science

Specialisation: Computer graphics and programming

Title: Engineering degree

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## Language skills

**English:** advanced level

**Polish:** native level

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## Skills

Game design/VR/AR (Unity3D HLSL) · Graphics API (OpenGL GLSL) · ML/AI (Pytorch Tensorflow) · Computer Vision (OpenCV) · LLM/NLP (HuggingFace LlamaIndex) · Object oriented programming (C++ C# Python) · Multi-threaded programming · Web technologies (Css Js Php Wordpress Docker) · Git technology · Motion design (Adobe After Effects) · Computer graphics (Adobe Photoshop) · Text (Markdown Latex)

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## Training, courses, certificates

- 06.2024                    **Publication "Enemy Machine Learning-Based System in a cRPG-based Game" in CGI 2023 research monograph**  
Organiser: Łódź University of Technology
- 06.2023                    **Participation in the 2023 Games Innovation Conference**  
Organiser: Łódź University of Technology
- 10.2022                    **First degree distinction award - Thesis contest "Engineer 4 Science 2022"**  
Organiser: IEEE, Intel, Govtech Polska, 4science institute
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## Additional activities

- 10.2023 – 06.2024      **IGRY 2024 - Graphics Coordinator and IT Department Co-Founder** | Gliwice  
(9 months)
- Additional information:  
Continuing to work with IGRY, in my role as Graphics Coordinator for the 2024 edition, I develop compelling graphics and promotional animations, getting directly involved in the design process.
- The initiative to open the IT department at IGRY 2024, which I co-founded, includes providing technical support, creating the official IGRY website and developing a mobile game dedicated to the event, allowing for innovative participant engagement and building a sense of community ahead of the event. My role combines creativity with technological aspects, highlighting my commitment to innovation and developing the IGRY experience through technology and design.
- 11.2022 – 05.2023      **IGRY 2023 - Lead Graphic Design Manager** | Gliwice  
(7 months)
- Additional information:  
IGRY is the Gliwice student festival, attracting thousands of participants. As graphics manager, I led a team of six graphic designers and illustrators, creating the visuals for the event. My responsibilities included delegating tasks, ensuring visual consistency, designing engaging graphics for social media, creating posters, banners and animated billboards. I also designed unique designs for t-shirts and gadgets that became souvenirs for attendees. My work aimed to elevate the visual narrative of IGRY 2023.
- 01.2019 – 01.2022      **Council Member, AEI Faculty** | The Silesian University of Technology  
(3 years 1 month)
- Additional information:  
I worked as lead graphic designer and editor, responsible for graphic design and multimedia production for various student initiatives and events.

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## Hobbies

Game programming, computer graphics and animation, cooking and nutrition, strength sports (calisthenics), cycling and mountain hiking.

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## Links

### Personal website

<https://smartmatt.pl/>

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### Tech portfolio

<https://github.com/SmartMaatt>

### Motion design portfolio

<https://www.youtube.com/user/SmartHDesigner>

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*In addition, I agree that the employer may process the personal data contained in my recruitment application for future recruitment purposes.*