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Poland | Lublin

Projects

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hehexa.artstation.com

Polish	Native
English	C1
German	A2

Skills

Blender	Unity
Java	C#/C++
React	Laravel
Linux	Docker
CRUD	REST
JavaScript	.NET

Interests

Guitar [classical | electric]
Fitness | Bodybuilding
Animations | Dark Fantasy

VR | 3D Graphics

Kamil Gabrysiewicz

Computer Science graduate and Software Developer focused on creating applications and interactive digital experiences. Experienced in developing projects related to web applications, 3D graphics, and VR technologies, with a strong interest in modern software development and immersive technologies.

PROFESSIONAL EXPERIENCE

❖ IT Department Intern | 06/2018 - 07/2018 | Novatek-Electro Polska sp. z o.o., Warsaw
Prepared instructional materials for microprocessor-based controllers and relay devices.

PROJECTS

❖ Virtual Museum - VR | 2024 - 2025 | Lublin University of Technology | Unity - C# - Blender (3D)
VR adaptation of an educational museum game (Master's project) - interactive presentation of 3D scans of archaeological artifacts in an immersive virtual environment.

❖ Virtual Museum - PC | 2023 - 2024 | Lublin University of Technology | Unity - C# - Blender (3D)
Educational game featuring 3D scans of archaeological artifacts from Chirchik (Silk Road) - a virtual museum combining cultural heritage preservation with interactive learning.

❖ Retrieval-Based Voice Conversion | 05/2024 - 06/2024 | RVC - AI - Audacity
AI Cover Project - training a voice model and applying it to an artist's recording to generate singing in a different voice.

❖ Memstagram - JEE | 01/2024 | Java - Spring - React
Social media application inspired by Instagram, focused on sharing memes, featuring profile creation, content publishing, following other users, and browsing meme collections.

❖ Advertisement App for Hairdressers | 05/2023 - 06/2023 | Laravel - Docker
Application for creating profiles, managing services, and connecting with clients.

❖ System Integration | 05/2023 - 06/2023 | Laravel - REST - SOAP
Web application - analysis of game data from Steam and the Epic Games Store, with registration, login, and data import/export features.

EDUCATION

❖ Lublin University of Technology | 02/2024 – 10/2025 | Master's degree | Computer Science
Thesis Title: Evaluation of Performance and Usability of a Virtual Museum VR Application.

❖ Lublin University of Technology | 10/2020 – 01/2024 | Bachelor's degree | Computer Science | Software Engineering
Thesis Title: Design and Implementation of a Virtual Exhibition of 3D Archaeological Artifact Models with Gamification Elements.

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