# Daniel Jąder

## AR/VR Developer

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## EDUCATION

**Engineering Diploma**
Collegium da Vinci
2016 - 2020

**Technical Degree**
Technikum Komunikacji
2011 - 2015

## LANGUAGES

**Polish**        (Native)

**English**       (Professional)

# AGRED.DEV

## CAREER PROFILE

My first professional projects were based on Java language and the Android platform. In my past job, I was tasked with the development and maintenance of Java-based projects that used technologies like Spring, Android and GWT. Although I liked Java, especially mobile apps development, I have decided to change my area of expertise to .NET stack in which my passion for game development could flourish. Since then, for the rest of my employment, I have been almost single-handedly developing software for invoice data recognition that used Tesseract OCR.

Nowadays I'm working in the newest technologies like AR/VR, .NET Core and I'm constantly expanding my knowledge in other areas of software development. I have experience in working independently as well as in small to medium teams. I always do my best to make my code as clean as possible, easy to manage and expand.

## EXPERIENCES

### Unity3D Developer

Agred.Dev Daniel Jader                                    2020 - Present
- Multiple projects under NDA (Unity, C#)

### VR/AR Unity Developer

Apollogic Sp. z o.o.                                      2019 - Present
- VSI HoloLens - AR application for surgeons (Unity, C#)

### .NET Developer

e-MSI Sp. z o.o.                                          2016 - 2019
- IDR - Invoice Data Recognizer (C#)
- Anonymizer - Desktop app (WPF)
- Anonymizer Web backend (ASP .NET Core 2.1)
- Multiple projects under NDA (Java, C#, Android)

## PROJECTS

Alcoludo  - party board game for mobile devices (Unity3D).

Alcoludo Backend  - REST API with Blazor frontend for Alcoludo game (.NET 5).

Breezeless - off-road rallies management system consisting of serverless API (Azure Functions), admin website (Blazor, .NET Core 3.0) and end-user mobile apps (Android, Kotlin).

## SKILLS

| Skill | Experience |
| --- | --- |
| Unity | 4 years |
| .NET | 6 years |
| ASP.NET Core | 3 years |
| Java | 2 years |
| Android | 2 years |