Boris Komarov

Contact:

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github.com/Barysk
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Skills:

Matlab, AutoCad, 3ds Max
SAP, LEAN
Power BI, SQL
MS Office
Trello
Programming: c++, java, rust, c#
c, x86 Assembly
Microsoft Active Directory
Web: html, css, js, spring
Networking: cisco ios, linux
Google Cloud
Raylib, Godot
Unity, Unreal Engine
Figma
Jenkins. Grafana
GitHub, GitLab

Languages:

Polish
English
Belarusian
Russian
Japanese

Achievements:

Proposed a Competitive ECS architecture
Certificate – CCNAv7: Enterprise Networking, Security, and Automation
Course – Google Cloud Computing Foundations
Course – Autodesk 3ds max
Course – Autodesk AutoCad

Information:

Software developer with experience building reliable and well-organized software solutions. Skilled in maintaining technical documentation, working with computer systems, networks and improving workflows through automation and data analysis. Experienced in team collaboration, coordinating technical tasks, and supporting the organization of projects and events. Detail-oriented, organized, and committed to delivering accurate, high-quality work.

Experience:

TK Games Scientific Circe **jun 2024 – jul 2026**
Supported the organization of recruitment events and open days, introducing prospective students to game development while contributing to educational activities and knowledge sharing among current students.

Reiha **apr 2025 – may 2025**
Developed a lightweight presentation creation tool as a personal project, focusing on software design, usability, and efficient content generation.

Nokia | Internship **mar 2024 – jun 2024**
Collaborated on the development of a Raspberry Pi-based robotic arm as part of a multidisciplinary team. Contributed to a web application that enabled real-time robotic arm control using a controller and provided a live video streaming interface. Additionally, developed automation scripts in Python and Bash, supported CI/CD pipelines, and implemented monitoring solutions for Linux-based environments.

Druid **jul 2025**
Developed a Bash script to automate build configuration and ensure consistent, reproducible builds across multiple devices.

Game Engine **jun 2025 – ongoing**
Developing a custom game engine as a personal project to explore game engine architecture, system design, and core engine development concepts. Creating a game using the engine to validate implemented features and practical usability.

Education:

Politechnika Wrocławska – master's degree **mar 2025 – jul 2026**
Computer engineering | Computer Systems and Networks

- **ECS Comparative Analisys** – Compared existing ECS architectures and proposed a new one, benchmarked under data-intensive workloads.
- **EarthShift** – A game prototype featuring basic AI systems such as finite state machines, behavior trees, and algorithms.
- **UM** – Spam detection research comparing traditional and LLM-based data augmentation for class imbalance using Naive Bayes and BERT classifiers.

Politechnika Wrocławska – engineer's degree **oct 2021 – jan 2025**
Computer engineering | Computer Systems and Networks

- **Noster: Hope** – Multiplayer game implemented using Godot.
- **Wide Area Network Design** – Designed a WAN with emphasis on reliability through redundancy and fault tolerance.