

Tomasz “Fanootherpg” Kaczmarek

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SUMMARY

Experimented in game dev with:

- 21 years of Indie game making
- 14 years of connections with academia
- 11 years event management
- 5 years of Game Studies
- 3 years of e-Sport judging

Involved in:

- Audio Only Controls
- Creation of Custom 2.5D Engines (pseudo 3D)
- Improvement of built-in mechanics (scale and rotation)
- Algorithm implementation
- Gamedev Academia

WORK IN PROGRESS

1. Sensou (2009-ongoing) – with Marcelo Collar – Action Role Playing Tactical Strategy Game – Code, design, story (https://www.youtube.com/watch?v=uVY0ZGg_W8Y)
2. SEN (2009-ongoing) – with Gien Entertainment – 2D Hockey Game – Code, design

PERSONAL PROJECTS

3. SUPERMIAMI (2016-2017) – Demake of SUPER HOT & Hotline Miami – Art, code, design
4. Our Sun (GGJ 2015) – Strategy – Art, code, design
5. Sjirkles (2014) – Arcade – Art, code, design (Uni A*)
 - a. Named the best piece of work at this level, he ever saw by a lead tutor Justin Parsler
6. ProtoCircles (GGJ 2014) – Arcade – Art, code, design
7. SkyUp (GGJ 2014) – Arcade – Art, code, design

8. Knights (And other Stuff) (GGJ 2014) – Brunel Team – Arcade – Technical assistance (Rogers)
9. Wildlife Escape (2013) – Runner – Art, design (Uni)
10. KlikChess (2013) – Board game – Code (Uni - Best in class)

Parts of Bachelor’s Thesis: Analysis of limited vision in video games as acceptable challenge and emotional stimulus

- 11. Shades of Ninja (2012) – Experimental – Art, code, design**
- 12. Kolony Caves (2012) – Experimental – Art, code, design**
13. Mini Freerunner (GGJ 2012) – Multimedia Fusion Team – Arcade – Art, code, design
 - a. The IGDA Accessibility Challenge winner for London & Global ref Ian Hamilton former CBeeBees
14. The Grind (GGJ 2012) – Multimedia Fusion Team GGJ12 – Arcade – Co-coder
15. Ouroboid (GGJ 2012) – Multimedia Fusion Team GGJ12 – Arcade – Code, design
16. Infinite wave (GGJ 2012) – Multimedia Fusion Team GGJ12 – Arcade – Art, code,
17. Audio Engine (GGJ 2012)– Multimedia Fusion Team – Experimental – Art, code, design
18. MushMush (2012) – Platformer – Art, code, design (Uni)
19. Sens3s: The Art of Understanding (2011) – Fanothepg et al – Adventure – Art, code, design
20. Hum4n1ty (GGJ 2011) – Multimedia Fusion Team – Experimental – Art, code, design
21. The god’s speech (GGJ 2011) – Multimedia Fusion Team – Experimental – Art, code, design
22. Frayed (GGJ 2011) – Multimedia Fusion Team – Experimental – Co-coder
23. Vocalayno!!1 (GGJ 2011) – Multimedia Fusion Team – Arcade – Audio control coder
24. Cave Belly of the Whale aka Light, Light I say! (2011) – Multimedia Fusion Team – Arcade – Art, code, design
25. Walk in a park (2011) – Only audio environment experiment – Art, code, design (Uni)
26. Kolony 0 (2011) – Strategy – Art, code, design (Uni)
27. The Messenger: GM (2011) - Fanothepg et al – 2D platform game – Code, design (Uni)
28. The Messenger: Retold (2011) – Fanothepg et al – 2D platform game – Co-coder
29. The Messenger (2010) – Fanothepg et al – 2D platform game – Code, design
30. Klanarchia RPG (2009-10) – Michał “Furiath” Markowski et al – Paper RPG – Part of post-release development/tester group.

31. Cade Tower: Eozsof (2008) – Fanootherpg et al – cRPG – Art, code, design
32. Duked (2008) – Fanootherpg et al – cRPG – Art, code, design
33. Drega Syia: Eozsof PA (2007) – Fanootherpg et al – cRPG – Art, code, design
 - a. Winner of International Game Jam for the best interactive menu at GameBuilder.info
34. Death Cage 2: Nightmare Returns (2007) – Fanootherpg et al – Shooter – Code, design
35. oXo (2007) – Fanootherpg et al – Board game – Code, design
36. Forbidden Way: Eozsof (2007) – Dungeon Crawler – Art, code, design
37. Death Cage (2006) – Fanootherpg et al – Shooter – Code, design
38. Imperia (2005-2006) – Real-Time Strategy – Art, code, design
39. Troy (2005) – Zet Group– 2D Platform game – Art, code (AI)
40. Santa in the Calisia at Xmas (2004) – Adventure – Art, code, design
41. Fast Track (2003) – Arcade – Art, code, design
42. Brick Breaker (2002) – Arkanoid – Art, code, design
43. Coding Blitz Games (2000-2002) – Various – Art, code, design
 - a. Learning basics of Blitz Basic, C++, Delphi, Java while creating a various simple application and video games
44. Floppy Adventures (1999-2000) – AR Adventure – Art, design
 - a. Floppy intros (5.25") giving hits and tasks to perform within proximity of "game computer" to find another part of the story set (up to 7 floppies within one adventure game).
45. Heroes of Grass & Paper (1997-1998) – Board Game – Design, conversion of Heroes of Might & Magic 2 to a board game

SOFTWARE

46. GWG (2009) – Evaluation app for 2nd and 3rd Global War Jam
47. KlikUploader (2007) – FTP client – Art, code, design
48. Drega Syia: Dev Tools (2006-2007) – In-game content development tools for Drega Syia: Eozsof PA (2007)

TESTING

49. Just a Cleric (2016) – DXF Games – Platformer – Beta-testing
50. Knytt Underground (2013) – Niffilas – Platformer – Different MacOS versions compatibility tests – post-release
51. Super Panda Adventures (2013) – BlueEagle – Platformer – Alpha Tester
52. Will Self “Kafka’s Wound”: A Digital Literary Essay video game by Tanya Krzywinska (2012) – Art – HTML5 Porting assistance
53. The Outlaw, The Drunk, & The Whore (2010) – DXF Games – Arcade – Beta-tester
54. Gun Girl 2 (2010) – BlueEagle – 2D Platform Game – Beta-tester
55. Duel Toys 2 (2010) – diefox – Beat’em up – Beta-tester
56. Wacko Plus! V. 1.8 (2009) – Wolf Software – Arcade – Lead tester
57. Turning the Tide (2009) – Steve Harris Games – Shoot’em up – Lead tester
58. Booberbox (2009) – climou – 2D Platform-puzzle game – Gameplay tester
59. Zombie Hunterz (2009) – Pentagraf – Beat’em up – Balance designer
60. Galaxia Chronicles (2008) – eVix Company – 2D Platform game – Lead Tester
61. Malayalam Island of Mysteries (2008) – MJK Games - Survival – Lead tester
62. Gappy 2 (2008) – Neo Games – Puzzle game – Beta-tester
63. Hasslevania: The Quest for Shuteye (2007) – DXF Games – 2D Platform game – Beta-tester
64. Necropolis rising (2007) – DXF Games – cRPG – Lead tester V4
65. Dizzy YolkFolk Adventures (2007) – Kurak Games – 2D Platform game – Gameplay tester

TRANSLATING

66. Shipyard (2009) – Don Sotto – 2D Naval Strategy – English translation
67. Rawtank (2008) – climou – 2D Puzzle game – part-translation to English
68. Thud (2008) – climou – 2D Platform game – part-translation to English
69. Gappy 2 (2008) – Neo Games – Puzzle Game – part-translation to English
70. Cublog 2 (2008) – climou – 2D Platform-puzzle game – part-translation to English
71. Diamenciarz (2008) – climou – 2D Platform game – part-translation to English
72. Slime the Slimery (2007) – Pozik Games – 2D Platform game – part-translation to English

73. Five Magical Amulets (2005-2006) – Tomus – Adventure Game – Translation to Polish, later continued by Adventure Mag

DESIGN

74. Futurust (2017) – d3n – Adventure – Design assistance & Kickstarter campaign setup

75. ORP “Burza” (2011) – Don Sotto – Arcade – Design suggestions, Q/A Assurance (NC)

76. mini 03 (2009) – climou – 2D Platform game – Design improvements

77. Last chance (2008) – Pozik Games – 2D platform game – Design help

ANNOUNCED & CANCELLED

78. Madness: In Search of Life (2008) – Temporal – cRPG – Co-designer and Storywriter

79. Zombie Hunterz 1.5 (2009) – Pentagraf – Beat’em up – Design improvements

80. Monster Smash (2007-2009) – Pentagraf – cRPG – Beta tester and design improvements

Selected titles from above are available from following sites:

- <http://tm2fk.pl/ggj/> - Global Game Jam Entries
- <http://tm2fk.pl/sens3s/> - Sens3s dedicated website
- <http://chomikuj.pl/Klikibaza> - Collection of the best work of Polish and western authors
- <http://www.create-games.com/download.asp?id=5252> – Five Magical Amulets minisite
- <http://www.moddb.com/games/galaxia-chronicles> - Galaxia Chronicles (before the Ion Adventures)
- <http://www.paulinthenet.de> - GunGirl 2 & Super Panda Adventures website
- <http://dueltoys.blogspot.co.uk/> - Duel Toys 2 dedicated website
- <http://store.steampowered.com/app/248190/> - Knytt Underground on Steam

EVENT ORGANISATION

1. Cebulkon (2 editions)
2. Zjazd Twórców Gier (ZTG) now Game Industry Conference (10 editions)
 - a. Founder and main organizer for first 8 years
 - b. Industry consultant for last 2 years
3. Click Convention
 - a. Main organizer 2009

- b. Social media 2013
- 4. Indie stands at various international Expos in Poland (listed within Activities & Talks)
- 5. Consultant and speaker at various game design degrees across Polish Universities:
 - a. Kazimierz Wielki University (Gamedec.UKW)
 - b. Jagiellonian University
 - c. Technical University of Poznan
 - d. Technical University of Lodz

FIRST TIME PRESENTATIONS IN POLAND

1. Google Glass V3 (2014) – VII ZTG
2. Oculus Rift (2013) thanks to Julie Heyde and Sos Sosowski – VI ZTG
3. Minecraft: The Story of Mojang (2013) + Translation – VI ZTG
4. Leap Motion (2013) – VI ZTG
5. Indie Game: The Movie (2012) + Translation – VI ZTG
6. Makey Makey (2012) – V ZTG

ACTIVITIES & TALKS

===Upcoming===

1. Insomnia (64) Gaming Festival – 19th – 22nd April 2019

===2018===

2. Insomnia (63) Gaming Festival – 24th - 27th of August 2018
 - a. Tournament Manager (Hearthstone)
3. Rapture Gaming Festival Colchester – 19th-22nd July 2018
 - a. Presenting Sensou in the Indie Zone
 - b. Assisting volunteers in VR/Minecraft/Fortnite/Esports areas
 - c. Part of the Logistics (Building) Team
4. Insomnia (62) Gaming Festival – 29th March – 1st April 2018
 - a. Tournament Administrator (Hearthstone)
5. Game Academy – 10th January 2018

- a. Fluid Design, how alternative gameplay was born

===2017===

1. GIC X – 5th -8th October 2017 (10th anniversary of ZTG.PL)
 - a. Industry consultant
2. Insomnia (60) Gaming Festival – 14th – 17th April 2017
 - a. Assistant Tournament Administrator (Hearthstone)
3. Volunteer at London Games Festival – 30th March – 08th April 2017
 - a. Game Culture Summit at Regents Street Cinema - Steward
 - b. Dear Esther Live at St John's Church in Hackney - Steward
 - c. Game Character Parade at Guildhall Art Gallery - Steward
4. Guest lecture at Kazimierz Wielki University in Bydgoszcz – 7th March 2017
 - a. 20 years of Polish Indie Scene
5. Games-ED International Seminar at Kazimierz Wielki University in Bydgoszcz – 6th March 2017
 - a. Game degrees at Brunel University in London
 - b. Potentials and challenges of higher-ed games education (Norway + UK + Poland Panel Discussion)

===2016===

1. Insomnia (59) Gaming Festival – 9th – 12th December 2016
 - a. Assistant Tournament Administrator (Hearthstone)
2. GIC IX – 21st – 23rd October 2016
 - a. Industry consultant
3. Insomnia (58) Gaming Festival – 26th - 29th August 2016
 - a. Assistant Tournament Administrator (Hearthstone)
4. Insomnia (57) Gaming Festival – 25th - 28th March 2016
 - a. Assistant Tournament Administrator (Hearthstone)

===2015===

1. Insomnia (56) Gaming Festival – 11th - 14th December 2015

- a. Tournament Runner (Hearthstone)
- 2. VIII Zjazd Twórców Gier - 8th ZTG GameDev Convention – 16th - 18th October 2015 renamed to Game Industry Conference
 - a. Became Industry consultant for GIC
- 3. Guest lecturer at Ganymede Academy – 15th October 2015
 - a. Indie soup for corpo workers
- 4. Guest lecturer at House of Polish Culture in Vilnius – 30th August 2015
 - a. Introduction to Polish Gamedev
- 5. Nordic Game Jam 2015 – 6th - 8th February 2015
 - a. Little Nando (Tough Coded) – “Video game Jockeying Micro-Seminar” – technical support

===2014===

- 1. Guest lecture at Kazimierz Wielki University in Bydgoszcz – 18th November 2014
 - a. Indie thought about Sunday, and they took him into corpo on Friday...
- 2. 10th International Academic Conference on the Culture-Generative Function of Games cycle, Entitled: Game-based learning / Game-biased learning – 15th - 16th November 2014
 - a. Analysis of limited vision in video games as acceptable challenge and emotional stimulus
 - b. E-SPORT in a distorting mirror – perception of e-sports by non-gamers
- 3. VII Zjazd Twórców Gier - 7th ZTG GameDev Convention – 25th - 26th October 2014 – organized with Technical University of Poznań during Poznań Game Arena (international expo)
 - a. Panel: What killed the indie game and what happens next?
- 4. Game Industry Trends 2014 – 02nd - 03rd October 2014 – Business and gamedev conference organized by NoNoobs
 - a. Today’s peacock is tomorrow’s... Why Indie is dead and becoming a celebrity – suicide
 - b. Panel: How to teach game creation
- 5. Guest lecture at Arkham Calisia Fantasy Club – 18th July 2014
 - a. GAMEDEC: Days of Past Future
- 6. Guest lecture at Kazimierz Wielki University in Bydgoszcz – 8th May 2014

- a. Visual game development, alternative for traditional programming
7. Digital Dragons 2014 – Gamedev Conference – 7th - 9th May 2014
- a. The Big Indie Pitch – Presentation Consultant

===2013===

1. Grakademia #3 – a Regional meeting of gamers – 26th - 27th October 2013
 - a. What can be qualified as a proper usage of “comic form” in video games?
2. Guest lecture at Kazimierz Wielki University in Bydgoszcz – 25th October 2013
 - a. How unknown native indie conquered Poland and contributed to the game design studies in England
3. VI Zjazd Twórców Gier - 6th ZTG GameDev Convention – 19th - 20th October 2013 - Organized with Technical University of Poznań during Poznań Game Arena (international expo)
 - a. Panel: Criticising games as evil altogether with Marcin M. Drews (Magritte) Sos. O Sosowski (McPixel) and Igor Hardy (Snakes of Avalon)
 - b. Today’s peacock is tomorrow’s – in other words however, you look at it Indie is dead.
 - c. What can be qualified as a proper usage of “comic form” in video games?
4. Pyrkon 2013 – Convent for fantasy fans – 22nd - 24th March 2013 o Visual Game Development
 - a. Brunel University London – study games at any level

===2012===

1. Adventure-X – UK Adventure game Expo – 15th - 16th December 2012
 - a. Adventures in Multimedia Fusion o Sens3s: The Art of Understanding – game presentation
2. V Zjazd Twórców Gier – 5th ZTG GameDev Convention – 26th - 28th October 2012 - Organized with Technical University of Poznań during Poznań Game Arena (international expo)
 - a. Clicks – Many platforms one code o How much Indie is in Indie Game: The Movie? with Igor Hardy
 - b. Panel: Games of future, future of games
 - c. Seeing differently, senses toward imagination

- d. Indie Game: The Movie – full movie presentation

===2011===

1. Adventure-X – UK Adventure game Expo – 17th - 18th December 2011
 - a. Background and Creation of Sens3s: The Art of Understanding
2. Indie Stand at Szczecin Gameshow– International Expo – 25th - 27th November 2011
 - a. Panel: Indie Games Development
3. Guest lecture at Technical University of Poznan – 24th November 2011
 - a. 3D in Clicks? Ways of implementation of 3rd dimension in Multimedia Fusion
4. Guest lecture at Jagiellonian University – 22nd - 23rd November 2011
 - a. Multimedia Fusion 2 as a platform for simple and rapid game prototyping and development
 - b. How to design levels in a Jam environment
5. 7th International Academic Conference on the Culture-Generative Function of Games cycle, entitled: Perspectives on the development of ludology – 19th - 20th November 2011
 - a. Games as a science. That is the teaching of games in the world and in Poland.
 - b. Digital creation not for science minds o Sens3s: The Art of Understanding – Educational aspect
 - c. Blasphemy, business or maybe an art?
 - d. Indies – who we really are?
6. IV Zjazd Twórców Gier – 4th ZTG GameDev Convention – 8th - 11th September 2011 - Organized with Faculty of Technical Physics, Computer Science and Applied Mathematics at Lodz University of Technology
 - a. Talk about morals in Sens3s: The Art of Understanding o Gamedev in Poland – Indies and AAAs about Gameducation
 - b. You click? If not, come and learn how to create your own games o Indie Game: The Movie – Presentation of IGTM as agreement with Blinkworks Media
7. WGK'2011 I National Conference on Computer Games Development – 2nd - 4th September 2011
 - a. Sens3s: The Art of Understanding Chapter 1: Eyesight – game presentation as part of Developer Showcase
8. Polcon 2011 – Convent for fantasy fans – 25th - 28th August 2011

- a. Games as a science. That is the teaching of games in the world and in Poland
 - b. Panel: Do amateur groups have a chance to create a game in Poland
 - c. Do You click? If not, come and learn how to create your own games
 - d. Sens3s: The Art of Understanding Chapter 1: Eyesight
 - e. Gamedev in Poland – Indies and AAAs
 - f. Panel: The future of computer games market in Poland
9. Click Convention 2011 - international convention of Clickteam Framework users – 19th - 21st August 2011
- a. Technicalities behind Sens3s: The Art of Understanding
10. Guest lecture at Jagiellonian University – 24th May 2011
- a. Capabilities and applications of Multimedia Fusion 2 framework for prototyping and creating video games. A case study based on the creation of pseudo-3D graphic.
11. Indie Stand at Szczecin Gameshow– International Expo – 21st - 22nd May 2011
- a. Panel: How to start in Indie Games Development

===2010===

1. 6th International Academic Conference on the Culture-Generative Function of Games cycle, entitled: Between pleasure and usefulness – 13th - 14th November 2010
 - a. "The creative dilemma: pleasure and usability, and playability and technology"
2. Guest lecture at Jagiellonian University – 9th November 2010
 - a. Workshop and ways of work of Independent Games Developers
3. Indie Stand at Szczecin Gameshow 2010 – International Expo – 6th - 7th November 2010
 - a. Rapid games development o Studying in the field of Games (Design, Development, Assets)
4. III Zjazd Twórców Gier – 3rd ZTG GameDev Convention – 15th - 19th July 2010 - Organized with Faculty of Mathematics, Physics, and Informatics at University of Gdańsk
 - a. Comparison presentation of Multimedia Fusion 2, Game Maker and RPG Maker (MMF)
 - b. Are Games Art or Daub o Retro is Alive o Studying in the field of Games (Design, Development, Assets)

===2009===

1. (2nd) Zjazd Twórców Gier - 2nd ZTG GameDev Convention – 27th - 31st July 2009
 - a. Presentation of Sensou – work in progress Action Strategic Role Playing Game
 - b. Banned or not appropriate Games made in Multimedia Fusion
 - c. Commercial titles done and released made with Multimedia Fusion 2
2. Click Convention 2009 – international convention of Clickteam middleware users – 23rd - 27th July 2009
 - a. Presentation of Sensou – work in progress Action Strategic Role Playing Game
 - b. Commercial titles done and released in Multimedia Fusion 2
 - c. Games made in Japan
3. Cebulkon 09' – Convent for fantasy fans – 11th July 2009
 - a. Clanarchy – RPG system for everyone

===2008===

1. I Zjazd Polskiej Sceny Klikowej - All-Poland Convention of Polish Klik Community – 8th - 10th August 2008 – later renamed to Zjazd Twórców Gier / ZTG GameDev Convention
 - a. Social aspects in current Polish Klik community
 - b. Indie games development in Klik community
2. Cebulkon 08' – Convent for fantasy fans – 25th July 2008
 - a. Fallout Universe based on Fallout games and PnP RPG

===2007===

First concepts and preparation planning for ZTG.PL at NukeBoards forums.