

VIKTOR MYSZKO

Contact details on request on LinkedIn

PROFESSIONAL SUMMARY

Graduate software engineer (UniMelb, Dec 2024) with production experience across C++, Swift, Azure and AWS. Built a ray tracer from scratch, shipped a real-client iOS app as Scrum Master, and represented my university to win the Red Bull Campus Clutch as team captain. Comfortable working close to the metal or across a full stack. Looking for a graduate role where I can grow fast and build things that matter.

TECHNICAL SKILLS

- Programming Languages: C++17/20, Swift, Python, JavaScript, Vue.js, React, C#, SQL, Haskell
- Software Engineering: Object-oriented design, algorithm design, data structures, performance optimization, multithreading, debugging
- Development & Tools: Git, Xcode, Visual Studio, CMake, Jira, Confluence
- Frameworks & Libraries: SFML (C++ graphics), AWS, Azure (Web app hosting), RESTful APIs
- Methodologies: Agile/Scrum, sprint planning, code review, unit testing, CI/CD concepts
- Collaboration Tools: Jira, Confluence, Slack, GitHub/GitLab

EDUCATION

Melbourne, Victoria	The University of Melbourne	Dec 2024
Bachelor of Science in Computing and Software Systems		
• Relevant coursework: Algorithms, Data Structures, Computer Systems, Software Design, OOP, Databases, Algorithmic Trading (Python)		

TECHNICAL PROJECTS

C++ Thirteen Card Game – Real-Time Multiplayer Engine Personal Project	Jan 2026
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Technologies: C++20, SFML 3.0, CMake, Object-Oriented Design

- Architected scalable multi-threaded application using producer-consumer pattern with thread-safe command queue, eliminating UI blocking and demonstrating strong understanding of concurrency and race condition prevention
- Delivered full-featured real-time multiplayer game end-to-end. System architecture through UI implementation, applying MVC design principles across Core, Game Logic, and Rendering layers

C++ Ray Tracer Personal Project	Feb 2026
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Technologies: C++17, CMake 3.20+

- Built a physically-based ray tracer from scratch in C++ without external libraries, implementing 3D vector algebra, recursive ray bouncing, Lambertian shading, and stochastic anti-aliasing - demonstrating strong mathematical foundations and ability to translate theory into working code

PaceIt – iOS Health & Wellbeing Tracking Application University Capstone Project	2024
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Technologies: Swift, iOS (Xcode), AWS, Agile/Scrum

- Served as Scrum Master for a five-person team delivering a production iOS application for real client NoMoss - managing sprint planning, daily standups, bi-weekly stakeholder meetings from requirements through to deployment
- Built native iOS app with cloud-hosted AWS backend including data synchronization, scoring algorithms, and responsive UI, delivering production-ready software on schedule

WORK EXPERIENCE

Sales Associate – Telecommunications	JB Hi-Fi	Sep 2023 – Present
Melbourne, Australia		

- Consistently exceeded sales targets in tech products, achieving over \$30,000 in personal turnover in a single day
- Mentored retail colleagues on product knowledge and sales techniques through hands-on demonstrations and coaching
- Delivered expert product demonstrations to diverse audiences, adapting communication style to suit each customer

LEADERSHIP & COLLABORATION

Team Captain RMIT Esports VALORANT Team
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- Led competitive VALORANT team to first place at Red Bull Campus Clutch Australia, demonstrating strategic thinking and performance under pressure

Languages: English, Polish (Fluent)