



Curriculum vitae

Marcin Wichary, MSc

An ambitious and aspiring Human-Computer Interaction specialist with additional wide knowledge and expertise in computer science, programming, design, webdesign, publishing, multimedia and networking.

Date and place of birth	March 4th, 1978 in Szczecin, Poland
Nationality	Polish
Website	www.aresluna.org
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Work experience

User-System Interaction programme

2003 › 2005

Technical University in Eindhoven, The Netherlands

Researching Human-Computer Interaction in an international two-year postgraduate programme. Worked on many successful projects, received high grades, launched several popular lectures. Graduating in October 2005.

Academic Centre of Computer Science

1999 › 2003

MAN Internet Service Provider, Szczecin, Poland

Creating and maintaining professional, dynamic websites, including company's sophisticated intranet. Designing posters, leaflets and other printed material. Creating multimedia presentations. Administrating Windows and Linux-based servers and developing occasional software. Lecturing and taking care of corporate identity of the regional Cisco Networking Academy. Working in 12-people environment, often dealing directly with customers.

Gambler

1994 › 2000

Computer games magazine, Warsaw, Poland

For almost five years led own monthly column dedicated to programming and file manipulation, additionally writing roughly a dozen of game reviews. Created an intuitive menu and archive database for monthly CD issued with the magazine. Designed a couple of logos and posters.



Expertise

Human-Computer Interaction

2002 › present

Interested in HCI long before even knowing of that field. Writing mainstream articles and giving self-developed lectures about usability. Actively promoting HCI in Poland. Conducting field and user testing, and preparing assessments of websites and software. Maintaining an online Graphical User Interface gallery.

Webdesign

1997 › present

Author of many popular and acclaimed websites, such as *USS Solaris*, *10 years of Being Boring*, *GUldebook* and *Usability.pl*, as well as productivity-enhancing intranet *Intra*. Working on both visual design and technical underpinnings, using many interesting techniques and always keeping the visitors' experience in mind.

Graphic and multimedia design

1997 › present

Working on various forms of graphic design: posters, billboards, leaflets, CD covers and labels, corporate identities, on-screen designs, even comics – both commercial and for free use. Created several multimedia movies and presentations. Also interested in typography.

Writing

1993 › present

Freelance writer with 11 years of experience. Started with a series of programming articles for a popular Polish magazine *PCkurier*. Employed for more than 5 years in Polish computer games magazine *Gambler*, having own column and writing readers-acclaimed reviews. Currently writing occasional mainstream articles about usability, Internet and computer history for all major Polish computer magazines (*Chip*, *Computerworld*, *Enter*, *PC World Komputer*), as well as essays and articles for various websites – in Polish and English.

Programming

1993 › present

Wrote several popular programs, among them *Gambler Pack* (database for magazine readers), *Midnight Editors* (game utilities) and *Insert Coin* (unfinished, but promising economical game). Proficient in C++, Pascal, JavaScript and VBA, developed for Windows, Mac OS X and Linux. Using programming skills for creating user interface prototypes.

Academic qualifications

Master of Science in Engineering, Technical University, Szczecin, Poland

1997 › 2002

Specialized in networking. Master's Thesis defended with distinction.

Matura (A-level equivalent), 14th High School, Szczecin, Poland

1993 › 1997

Specialized in computer science and mathematics.

Languages

Polish (native), English (fluent), Dutch and German (basics)

Interests

design, typography, history of computers, new technologies, vernacular, mass transit, privacy, coin-ops, astronomy

Personal traits

ambitious, creative, dedicated, precise

Portfolio
available at
[www.aresluna.org/
portfolio](http://www.aresluna.org/portfolio)