



Wiktor Molak

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About me

Professional developer and personally **passionate coder** for the past **8 years**. At **12 years old** I made software for Minecraft servers, it helped me **monetize my hobby for the first time**. Currently - I'm focused on **reverse engineering**, which has allowed me to work on **wide range of technologies** - mobile apps, JS, WASM, low level and many more which makes me very flexible, but people usually call me a **Backend developer**

Experience

- | | |
|--|--------------------------------------|
| CTRL Games , Head Of Game Development | Warsaw, Poland
October 2024 - Now |
| <ul style="list-style-type: none">Lead developer of roguelite game Under Control (Turniej Trójgamiczny; 43 teams, 400 participants, 5 months of development)Co-developer of game Frog Jones (24h game jam within Turniej Trójgamiczny)The team has secured 3rd place in general classification (out of 43 teams) | |
| The Club Malmoe , Software Engineering Intern | Malmö, Sweden
May 2025 |
| <ul style="list-style-type: none">Networking in the buildingDigital signage with Xibo/MagicInfoRemote control software (WOL+daemon) written in Go and React (TS)Managed Linux/Windows on servers, desktops and mini-PC boxesIntegrated infrastructure with Cloudflare Zero Trust (WARP) | |
| HAKOM Sp. z o.o. , Software Engineering Intern | Warsaw, Poland
November 2023 |
| <ul style="list-style-type: none">I've created unique CAM solution for calculating parameters of vent fittings | |

Achievements

- | | |
|---|--------------|
| 3rd place on national „ Turniej Trójgamiczny ” | June 2025 |
| <ul style="list-style-type: none">Major game jam that lasted 5 months with 43 participating teams(400 participants)Our team has secured 3rd place in general classificationAwarded special prize; masterclasses with respected organizations such as Anshar Studios or Polish-Japanese Academy of Information Technology (PJATK) | |
| 2nd place on the „ Warsaw MERMAID Game Jam ” | October 2024 |
| <ul style="list-style-type: none">Created the game „Bazylustra” using Godot game engineTeam has scored 2nd place and was awarded a prize of 10.000 zł | |
| 3rd place on the „ Sounds like a Gamejam ” | June 2024 |
| <ul style="list-style-type: none">Created the game „Sound Of Panic” using Godot game engineTeam has scored 3rd place and was awarded a prize of 5.000 zł | |

Education

Zespół szkół nr 36 im. Marcina Kasprzaka, Programmer technician

September 2021 – Now

- Awarded several **scholarships**
- Majoring in **Maths**, **Computer science** and **English** on **C1** level

Certificates

Erasmus+ Certificate

May 2025

EU Mobility Sverige EU Mobility Sverige

INF.03. Creating and administering websites and web applications, managing databases

July 2024

Okręgowa Komisja Egzaminacyjna w Warszawie

Scored 97%

Projects

Reactea

[Source on GitHub](#) 

- A personal project, which gained traction within Go communities (Reddit/Discord)
- Makes two-way communication between components easier
- Formalizes adopted conventions by community into one piece

Technologies

Languages: Go (I love it), TypeScript + JavaScript, Python, SQL, Java, C#, C

Technologies: PostgreSQL, MySQL, React, Bubbletea, Unity, Sass, Electron, SQLC, Wireshark, Ghidra, Babel, Docker, Docker Compose, Dnsmasq, Flow ACME, MagicInfo, Xibo, SQLite, .NET, k8s, Git, Github CI/CD