

Janusz Dziemidowicz

Janusz Dziemidowicz has been with Ten Square Games since the company's founding in 2011. At Ten Square Games, he leverages his extensive knowledge in programming, administration, and system architecture. He has been involved in the creation, development, and maintenance of many of the company's products, including the studio's flagship titles: Let's Fish, Wild Hunt, and Fishing Clash. From 2007 to 2013, he participated in the maintenance and development of Poland's largest social networking site, Nasza Klasa. From 2007 to 2009, he served as a System Administrator, and from 2009 to 2013, he worked as a Software Architect. He contributed to key elements of the portal, such as the messenger and the gaming and payment platform.

He graduated from the Institute of Computer Science at the University of Wrocław with a degree in Computer Science, where he also gives guest lectures to students.

His areas of expertise include IT, server infrastructure, machine learning, and new technologies.