CHRISTOPHER WOLYNIEC

Games Programmer - [Wolyniec.co.uk](https://Wolyniec.co.uk) - Chris.177@hotmail.co.uk - (+44) 7387 550661

PROFILE

Games programmer currently talking my first steps in developing my passion for games into a long-lasting career. I am looking for a position that will allow me to further develop my knowledge and experience in games development as well as provide the opportunity to perform some original games development. I enjoy branching into different areas of games development, as I find learning about and implementing new mechanics and techniques interesting, while also allowing me to better develop and widen my skillset and knowledge. For my most recently technique exploration, being procedural generation, see my [portfolio](https://Wolyniec.co.uk) linked above.

SKILLS

* Proficient with the C++ language
* Strong organisation and communication skills
* Experience using graphical API’s such as DirectX, OpenGL and SDL 2
* Understanding of Unreal Engine 4
* Knowledgeable in Mathematics
* Logical and Creative Problem Solver
* Self-motivated with good time management
* Highly Adaptable
* Experience using the Steam API’s

EXPERIENCE

**C++ Cross-Platform Developer – Feral Interactive - 2021 – Current**

* Improve performance and stability of a released game
* Collaborate with designers and community members to improve and provide requested features
* Modify existing and implement new functionality to port desktop games to the mobile platform
* Redesign UI to better support touch input and mobile devices
* Provide support and feedback to new developers to aid their development

**C++ Cross-Platform Developer (Placement) – Feral Interactive - 2019 – 2020**

* Ensure stability and performance of game code on all platforms
* Implementing library functionality to emulate platform specific features on other platforms
* Communicate with designers and testers in order to convert game ideas into implemented features
* Prototyping and implementing new gameplay, UI and AI elements
* Implementing a file redirection system to allow for easy support of mods and DLC
* Implementing a system to allow for users to modify and manage games files easily
* Adding support for third party API’s such as Steamworks

ACADEMIC BACKGROUND

**2017 – 2021, Computer Games Programming, Staffordshire University**

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| Third Year – 1st   * Final Year Project – 95% * Low-Level Games Programming – 92% * Applications of AI in Games – 79% * Group Game Development – 78% | Second Year – 1st   * Artificial Intelligence for Games – 97% * Further Mathematics and Algorithmics – 93% * Further Games and Graphics Concepts – 91% * Technical Games Production – 88% * Concurrent Network Applications – 76% | First Year – 1st   * Games Engine Creation – 99% * Game and Graphical Systems – 87% * Computing and Mathematics – 86% * Business Skills – 73% |

**2015 – 2017, A – Levels**

* Mathematics – A
* Information Technology – Distinction\*
* Creative Media – Distinction\*
* Product Design – B (AS Level)

INTERESTS

In my free time, my main interest is in videogames. This consists of both producing and playing them myself. I admire the fact that games allow for the player to enter a new world and find entertainment no matter their situation. It is this admiration that led me to want to become a games programmer.

I find myself enjoying a wide variety of game genres, with my current main games being DotA 2, Old School RuneScape, Stellaris, Counter Strike: Global Offensive and Hollow Knight. Not only do these games provide me with vastly different experiences, but they also provide me with inspiration for new ideas and mechanics within my own games.

Aside from video games, I enjoy cooking, reading, and swimming due to their relaxed nature as well as archery, paintball and airsoft which allow me to indulge in my competitive side with friends.

REFERENCES

Feral Interactive

[hr@feralinteractive.com](mailto:hr@feralinteractive.com) - 020 8875 1375

Craig Weightman - Lecturer – Staffordshire University

[Craig.Weightman@staffs.ac.uk](mailto:Craig.Weightman@staffs.ac.uk)

Davin Ward - Lecturer – Staffordshire University

[Davin.Ward@staffs.ac.uk](mailto:Davin.Ward@staffs.ac.uk) - 01785 353644