First Year – 1st

* Games Engine Creation – 99%
* Game and Graphical Systems – 87%
* Computing and Mathematics – 86%
* Business Skills – 73%

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%

Student Games Programmer - Wolyniec.co.uk - Chris.177@hotmail.co.uk - (+44) 7387550661 -

CHRISTOPHER WOLYNIEC

PROFILE

Games programmer currently studying at Staffordshire University, eager to develop my passion for games into long-lasting career. I am seeking a fulltime graduate programming position within a respected games studio in order to enhance my programming and transferable skills while taking my first step into the games industry.

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 the Unreal Engine 4
* Knowledgeable in Mathematics
* Logical and Creative Problem Solver
* Self-motivated with good time management
* Highly Adaptable

ACADEMIC BACKGROUND

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

**2015 – 2017, A – Levels**

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

EXPERIENCE

**Cross-Platform Developer – 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
* Communication with designers and testers in order to convert game ideas into implemented features
* Prototyping and implementing new gameplay, UI and AI elements
* Implementing a system to allow for users to modify and manage games files easily
* Adding support for third party API’s such as Steamworks

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.

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

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