

DANIEL KOĆAN

GAME PROGRAMMING STUDENT

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ABOUT ME

I'm a third-year student at BUAS, focused on becoming an Unreal Engine Gameplay/AI programmer and fluent in four languages (Lithuanian, Polish, English, and Russian).

PROFESSIONAL EXPERIENCE

Sunbeat City (PC game, UE5) Group project | Role: AI

May 2025 - July 2025

- AI development for crowd simulation and tool creation for designers
- Optimization and profiling Unreal Engine project

Cross-platform FPS Engine C++ (PC & PS5) Group project | Role: Physics & AI

Feb 2025 - Apr 2025

- Creating gameplay systems like Character movement, guns using Jolt physics library
- Cross-platform Engine development (PC/PS5)
- GitHub collaboration

Generative AI Plugin for Unreal Engine 5 Personal project

Nov 2024 - Jan 2025

- Created generative AI dialogue plugin for UE 5 using llama.cpp library
- Capability to create NPCs using either Online LLMs with HTTP requests or Offline LLMs
- Exposed blueprint functions and plugin settings

AI & Physics Components for 2D Engine Personal project

Sep 2024 - Oct 2024

- Created custom 2D physics for game engine architecture using C++ and ECS
- Combined physics with gameplay features (path following, graph search algorithms, and navigation mesh generation & utilization)

Wasteland Walkers (PC Game, UE5) Group project | Role: Gameplay programmer

May 2024 - Jun 2024

- Conducted personal research and developed a custom DDA (dynamic difficulty adjustment) system
- Gameplay logic for a walker with custom C++ blueprints

EDUCATION

Creative Media and Game Technologies (Bachelor) | 2023 - Present

Breda University of Applied Sciences (NL)

- Course: Game Programming
- Programming focus: AI & Physics

Gymnasium (Primary and Upper secondary education) | 2011 - 2023

Gymnasium im. J. Śniadeckiego in Šalčininkai (LT)

- Polish gymnasium with a focus on programming and advanced mathematics

TECHNICAL SKILLS

C++

Microsoft Visual Studio

PS5 SDK

GDSscript

GitHub

Unreal Engine

Godot Engine

Perforce

Custom C++ Engines