

DANIEL KOČAN

GAME PROGRAMING 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

 - Cretated generative AI dialogue plugin for UE 5 using llama.pp 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
GDScript	GitHub	Unreal Engine
Godot Engine	Perforce	Custom C++ Engines