Alex Wójtowicz

Programming student

alex.wojtowicz13@gmail.com

GitHub, itch.io, LinkedIn

Nationality

Polish

Skills

C#

Unity 3D

C++

Unreal Engine 5

HTML/CSS

javascript

Languages

Polish

English

Dutch

Hobbies

Video games, Dungeons and Dragons, art, skiing/snowboarding, cooking/baking

Profile

Game programming student, looking to widen their skill portfolio and expand horizons. Primarily skilled in C# and Unity, some experience with C++, Unreal Engine and web development.

Primary interests are gameplay programming and VR development.

Education

Creative Media and Game Technologies, Saxion University Of Apllied Sciences, Enschede

September 2020 — Present

Set to graduate cum laude in 2026

Project Highlights

Tower Defence demo

2024

A project demonstrating my understanding of design patterns, can be found on GitHub, saved as Tower-DefenceV2

Escape the Gator

2023

A multiplayer mixed system (VR + PC) game, where one player (Gator) chases the other player (Man in a Canoe) trough an eerie swamp. Featured at 2023's Overkill Festival in Enschede.

Code can be found on GitHub (https://github.com/Mightylight/Project_ShowOff)

P.O.G.O.

February 2022

A gyroscope based endless runner game for Android. I was the programmer behind collisions, animation interactions, microphone functionality and code optimisation. Code can be found on GitHub, saved as Project-Innovation.

Vertical Slice - ToThePast

December 2021

Vertical Slice of a geolocation based history educational Android app with AR features. I was responsible for integrating the API and implementing AR. This is my 2nd Unity 3D team project at my university. Geolocation API: Mapbox. Found on itch.io, code is on GitHub, saved as AR-History-App