ALEX WOJTOWICZ

Game Programmer Student

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CAREER SUMMARY

Final-year Game Programming student with strong proficiency in C# and Unity, and additional experience in C++, Unreal Engine, and web development. Passionate about gameplay programming and VR development, particularly for serious applications, for example in the medical field. Eager to take on new challenges that expand technical and creative capabilities.

SKILLS

Programming languages:

C#, C++, JavaScript

Engines and Tools:

Unity, Unreal Engine, Git (comfortable with CLI)

Development Experience

Game development, VR development, basic web development

LANGUAGES

Polish – Native Speaker

English – Fluent

Dutch – Basic comprehension

Finnish – limited knowledge

EDUCATION

BACHELOR'S DEGREE | Creative Media and Game Technologies | Saxion University of Applied Sciences — Set to graduate in 2026

EXCHANGE SEMESTER| Web Development| Oulu University of Applied Sciences — Fall 2024

PROFESSIONAL EXPERIENCE

UNITY DEVELOPER INTERN | Liquid Ice Studios| The Hague, Netherlands — February 2025 – July 2025

- Contributed to an existing online multiplayer project and a new mobile project
- Primarily worked on bug fixing in the existing project
- Implemented some Unity-side networking calls
- Participated in the ideation and design phases of the new project
- Implemented some of the core mechanics of the new project
- Worked on UI implementation in both projects

PROJECT HIGHLIGHTS

ESCAPE THE GATOR | University Team Project | Featured at 2023 Overkill Festival, Enschede — 2023

A multiplayer mixed VR + PC game, built in Unity where one player (Gator) chases another (Man in a Canoe) through an eerie swamp.

- Primarily developed the VR player experience
- Implemented VR interactions and controls to ensure immersive gameplay
  - Looked into rowing mechanics specifically, given the limitations of VR (lack of water resistance)
- Collaborated with a multidisciplinary team to integrate VR and PC gameplay mechanics
- Participated in iterative testing and feedback sessions to improve game balance and user experience

P.O.G.O. | University Team Project — 2022

Gyroscope-based endless runner game for Android.

- Worked on systems like collision and animation interactions.
- Helped with gyroscope controls implementation
- Implemented microphone functionality, where players would have to blow into the mic to disperse in-game clouds
- Conducted playtesting sessions and adjusted gameplay parameters to improve balance and player experience
- Built high score tracking system