Alex Wójtowicz
Programming student

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🔗 GitHub, LinkedIn

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

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