




Artur Matuszewski

Profile

 Lublin

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 [LinkedIn](#)

Skills

- C++ 14, UE C++
- Blueprints, Common UI
- Multithreaded programming
- Git (Gitlab, Github)
- Debugging with Microsoft VS
- Basic Java, Python, Blender

 Polish (native)
English (B2)

Hobbies

- Powerlifting
- Voxel games

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).

Summary

Computer games enthusiast with strong math and problem – solving skills, 2 years of experience with game development in Unreal Engine and C++. Seeking a junior developer job to further improve my skills.

Experience

07/2024 - 11/2024 - **Internship (2nd stage) at Pyramid Games (as UE5 dev)** - project: Overgrown Cleaner - worked on core gameplay mechanics

02/2024 - 05/2024 - **Internship (1st stage) at Pyramid Games (as UE 5 dev)** - worked on core gameplay systems and UI (using Common UI plugin)

Personal projects:

- **Open world voxel game** [[demo](#), [menu demo](#), [repository](#)]
- **2D Platformer** [[demo](#), [repository](#)]

Education

Computer Science - Bachelor of Engineering

The University College of Enterprise and Administration (WSPA) in Lublin

10/2022 - pursuing, expected graduation: 03/2026

Medicine

Medical University of Lublin
10/2020 - 2022 (not finished)

General secondary school

I Liceum Ogólnokształcące im. Stefana Czarnieckiego w Chełmie
2017 - 2020