# Patryk Konefal *Aspiring Game Developer*

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## Profile

1st Class Computer Games Development graduate with proven ability in C++, C#, Unreal Engine, and Unity. Experienced in designing and implementing core game mechanics, procedural generation tools, and optimising technical pipelines. Adept at collaborating within large multidisciplinary teams and translating complex design concepts into functional, engaging gameplay. Seeking an opportunity to contribute technical expertise and creativity to an innovative game development studio.

## Skills

**Programming Languages**
C++, C#

**Creative & Production Software**
- **Adobe Creative Suite:** Photoshop, After Effects, Premiere Pro
- **3D Modeling:** Blender, Maya
- **Broadcasting/Recording:** Open Broadcaster Software (OBS)

**Web Technologies & Digital Skills**
- HTML, CSS, JavaScript, JSON
- Domain Hosting & Management
- SEO (Search Engine Optimization) principles
- Website Monetization Platforms (Google AdSense, Amazon Associates)

**Problem-Solving & Analytical Skills**
- Analytical Thinking
- Workflow Improvement
- Creative Solutions Development

**Version Control**
Git, Perforce, GitHub

**Cloud, Virtualization & Remote Access**
Cloudflare, VMware, Parsec, Team Viewer

**Domain Expertise & Technical Workflows**
- **Gameplay Systems & Mechanics:** Scripting, Prototyping, AI Behavior, Balancing
- **Content Generation & Design:** Procedural Content Generation (PCG), Level Design Tools
- **User Interface/User Experience:** UI/UX Integration

**Game Development Tools**
Unity, Unreal Engine, OpenGL, SDL2, Visual Studio, Rider, Android Studio, XAMPP

**General Software**
Microsoft Office Suite (Word, Excel, PowerPoint)

**Project Management & Collaboration**
- **Methodologies:** Agile, Scrum, Kanban
- **Tools:** Jira, Trello, Microsoft Teams
- **Collaboration:** Cross-functional teamwork, Technical documentation, Troubleshooting
- **Communication:** Effective communication (written and verbal), Team-oriented mindset

## Education

**University of Staffordshire,** *Bachelor of Science, Computer Games Development (1st)* — 2021 – 2024, Stoke-on-Trent
- Researched, designed and implemented procedural generation tools in Unreal Engine 5 with Photorealistic Nanite assets for efficient world-building.
- Developed an L-System Tree Generation Tool for accessible dynamic tree creation in UE5, using principles inspired by 'The Algorithmic Beauty of Plants'.
- Built a Google Play optimised APK UE5 Educational App for mobile.
- Created VR/AR applications utilising face tracking and location tracking.

**Northampton College,** *Level 3 UAL Extended Diploma In Creative Media Production and Technology* — 2018 – 2020, Northampton
- Worked on a large scale group VR simulation project for the college, optimising content for immersive experiences.
- Gained expertise in 3D texturing, rigging, and game-ready assets.

## Projects

**Cleanslate – FPS Game Demo (Unreal Engine 5),** *University of Staffordshire* — Mar 2024 – May 2024
- Collaborated with a multidisciplinary team of 21 (concept artists, 3D artists, designers, programmers, and an animator) to develop an FPS game demo.
- Served as Technical Artist, leading discussions on game mechanics, prototyping, testing, and technical investigations to ensure a cohesive development process.
- Facilitated team collaboration, refining the final product to align with project goals and enhance the demo's quality.

**Amarousis – Echo Location Game (Unity),** *University of Staffordshire* — Feb 2023 – Mar 2023
- Integrated audio into gameplay mechanics, demonstrably enhancing player immersion in the stealth experience.
- Served as Sound Engineer, implementing sound effects for game mechanics and enemy AI.
- Utilised the event system to trigger sounds and ensured audio was tailored to the gameplay, conducting research and editing audio accordingly.

## Professional Experience

**Radio Presenter,** *Inspiration 107.8 FM* — Sep 2017 – Apr 2018, Northampton, Northamptonshire
- Researched, planned, and recorded content for radio show segments.
- Co-hosted live morning shows, researching and delivering engaging content to a daily estimated audience of 20,000-30,000 listeners.
- Worked closely with a production team to create engaging and dynamic content.
- Conducted vox pops to gather public opinions on various topics.
- Hosted a child safety show raising awareness on key safety topics for younger audiences.
- Visited BBC Birmingham for industry insights and professional development.

## Interests

Esports, Broadcasting, Game Design, AI in Games, Procedural Everything, Immersive Technology, GDC