

# Patryk Konefal

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## PROFILE

Highly motivated and adaptable professional with a strong background in technology, project management, and teamwork. Holds a 1st Class BSc (Hons) degree in Computer Games Development, demonstrating strong technical aptitude and academic excellence. Proficient in various software tools and programming languages (including C++, C#), with proven experience in problem-solving, collaboration across multidisciplinary teams, and workflow optimisation. Eager to contribute analytical skills, technical expertise, and creativity to diverse professional environments.

## SKILLS

<b>Programming Languages</b> C++, C#	<b>Web Technologies &amp; Digital Skills</b> <ul style="list-style-type: none"><li>- HTML, CSS, JavaScript, JSON</li><li>- Domain Hosting &amp; Management</li><li>- SEO (Search Engine Optimization) principles</li><li>- Website Monetization Platforms (Google AdSense, Amazon Associates)</li></ul>	<b>Software Proficiency</b> <ul style="list-style-type: none"><li>- Microsoft Office Suite (Word, Excel, PowerPoint)</li><li>- Adobe Creative Suite (Photoshop, After Effects, Premiere Pro)</li><li>- 3D Modeling (Blender, Maya)</li><li>- Development Tools (Visual Studio, Rider, XAMPP, Git, Perforce, GitHub)</li></ul>
<b>Cloud, Virtualization &amp; Remote Access</b> Cloudflare, VMware, Parsec, Team Viewer	<b>Project Management &amp; Collaboration</b> <ul style="list-style-type: none"><li>- Methodologies: Agile, Scrum, Kanban</li><li>- Tools: Jira, Trello, Microsoft Teams</li><li>- Experience: Cross-functional teamwork, Technical documentation, Troubleshooting</li></ul>	<b>Communication</b> <ul style="list-style-type: none"><li>- Effective written and verbal communication, Team-oriented mindset, Experience presenting to large audiences</li></ul>
<b>Problem-Solving &amp; Analytical Skills</b> <ul style="list-style-type: none"><li>- Analytical Thinking, Workflow Improvement, Creative Solutions Development</li></ul>		

## EDUCATION

<b>University of Staffordshire</b> , <i>Bachelor of Science (Hons), Computer Games Development (1st)</i> <ul style="list-style-type: none"><li>- Researched, designed, and implemented software tools to improve workflow efficiency (e.g., procedural generation tools using Unreal Engine 5 with Nanite assets).</li><li>- Developed specialized tools based on technical research (e.g., L-System Tree Generation Tool inspired by 'The Algorithmic Beauty of Plants').</li><li>- Built and optimised a mobile application prototype for educational purposes (Android/Google Play via UE5).</li><li>- Created and experimented with VR/AR application prototypes utilising face and location tracking</li></ul>	2021 – 2024 Stoke-on-Trent
<b>Northampton College</b> , <i>Level 3 UAL Extended Diploma in Creative Media Production and Technology</i> <ul style="list-style-type: none"><li>- Worked collaboratively on a large-scale group VR simulation project, optimising content for immersive experiences.</li><li>- Acquired experience in digital content creation, including 3D texturing, rigging, and asset preparation.</li></ul>	2018 – 2020 Northampton

## PROJECT EXPERIENCE

<b>Tool Development &amp; Research</b> Designed and implemented bespoke software tools to address specific project needs, such as improving efficiency in content creation and world-building. Conducted research into technical principles (e.g., L-Systems, procedural generation) to inform tool development. (Derived from University Education)	
<b>Team Collaboration &amp; Technical Leadership</b> <ul style="list-style-type: none"><li>- Successfully collaborated within large, multidisciplinary teams (up to 21 members) on complex technical projects. Led discussions on technical approaches, prototyping, testing, and investigations to ensure cohesive development and high-quality outcomes. Facilitated team collaboration and refined final products to align with project goals. (Derived from Cleanslate Project)</li></ul>	
<b>Software Development &amp; Integration</b> <ul style="list-style-type: none"><li>- Integrated various components (e.g., audio systems) into software applications to demonstrably enhance user experience and functionality. Implemented features based on technical requirements for core mechanics and AI behaviours. Utilised event systems and conducted research to ensure components were appropriately tailored. (Derived from Amarousis Project)</li></ul>	
<b>Academic Resource Website</b> <ul style="list-style-type: none"><li>- Developed and currently manage a website providing academic guides, checklists, and curated quick links for UK students.</li><li>- Designed and implemented website features including informational content sections and a store utilising a product database.</li><li>- Utilised version control systems and local development environments for rigorous testing before deploying updates to the live site.</li><li>- Responsible for ongoing website hosting, domain management, maintenance, performance monitoring, and content updates.</li></ul>	

## PROFESSIONAL EXPERIENCE

<b>Radio Presenter</b> , <i>Inspiration 107.8 FM</i> <ul style="list-style-type: none"><li>- Researched, planned, and recorded content for radio show segments.</li><li>- Co-hosted live morning shows, researching and delivering engaging content to a daily estimated audience of 20,000-30,000 listeners.</li><li>- Worked closely with a production team to create engaging and dynamic content.</li><li>- Conducted vox pops to gather public opinions on various topics.</li><li>- Hosted a child safety show raising awareness on key safety topics for younger audiences.</li><li>- Visited BBC Birmingham for industry insights and professional development.</li></ul>	Sep 2017 – Apr 2018
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## INTERESTS

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