

MATEUSZ SZYMONSKI

Technical Artist, Computer Science Engineer

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📁 mattszymonski

📅 HISTOR

EXPERIENCE

Technical Artist

CD PROJEKT RED

📅 October 2022 – Present

- Developing technology for advanced procedural generation of vast environments.
- Establishing content production pipelines for AAA+ project teams.
- Cooperating with environment art and engine teams.

Co-founder; Software Engineer

Sticky Piston Studios

📅 December 2020 – Present

- Developing web applications (Full-stack, Databases, DevOps).
- Designing UX and UI for digital products.
- Contacting clients and networking.
- Attending game jams and hackathons.

Junior Technical Artist

CD PROJEKT RED

📅 July 2021 – October 2022

- Developing tools to improve asset creation workflow.
- Maintaining and updating previously created tools.
- Helping other departments (Animation, 3D Art, VFX Art) with their daily tasks.

Vice President

Student Association of Game Developers "Polygon" (KNTG Polygon)

📅 September 2019 – February 2021

- Organizing and conducting weekly meetings for over 100 people.
- Organizing events (Game Jam, Game Dev Fest).
- Managing social media and designing advertising materials.
- Developing the website (kntgpolygon.pl).
- Handling necessary administrative tasks.

Game Jams and Hackathons Participant

Game Jams: PolyJam 2018/2019, Slavic 2018/2019, 0h 2018/2019/2020/2022, HoloLens, Square 2019/2020, Warsaw Film School 2019/2020, Game Maker's Tool Kit 2019, Epic Mega Jam 2020, Red 2022, United with Ukraine 2022, Warsaw Pro 2022, HackYeah 2022/2023, Copernicus 2022

Hackathons: Hack2React 2023, Data For City 2023

📅 January 2018 - Present

- Participating in 23 game jams and hackathons.
- Working in many different teams under the pressure of time.
- Developing a diverse range of projects using a wide array of technologies.

EDUCATION

Bachelor of Computer Science

**Warsaw University of Technology,
Faculty of Mathematics and Information
Science**

📅 October 2018 – February 2022

Houdini Fundamentals Course (60h)

Rebelway

📅 August 2021 – December 2021

STRENGTHS

- Game development
- Game engine programming
- Rendering programming
- 3D art
- Leadership
- Software architecting
- Versatility
- Organization

SKILLS

Programming Languages

C# Rust C++ Python

JavaScript R

Tools

Unity Unreal Engine Photoshop

Blender Houdini Substance Painter

Docker Git Helix Core

Libraries

Vulkan OpenGL React ASP.NET

WPF

Other

HTML CSS Tailwind Linux

Agile Scrum LaTeX SQL UML

PROJECTS

Pill Engine

Rust

Data-driven game engine written in Rust programming language.

- Designed full architecture from scratch.
- Designed and implemented fundamentals of ECS, resource system and simple rendering engine with material and instancing support.

[project page]

Rapid PBR Material Creator

Python, Blender API

Addon for Blender that simplifies the creation of PBR materials to a single click. Top 20 most popular import-export addons on Blender Market, 5/5 rating.

- Designed and created whole product from start to end.
- Prepared video, screens, description and documentation.
- Maintaining and updating the product.
- Supporting customers.

[product page]

City Event Map

C#, JavaScript, Python, ASP.NET, React, MongoDB

User-friendly web app centralizing real-time information on local events, helping citizens stay connected with their city.

Mothman Rendering Engine

C++, OpenGL

Modern OpenGL rendering engine coded for learning purposes.

[project page]

Ad Astra

C#, Unity

Android video game, created and published on Google Play Store.

[project page]

PolyEngine

C++, OpenGL, Vulkan, CMake

Custom game engine made for learning purposes by a team of open-source enthusiasts.

- Consulting new ideas and development directions.
- Preparing new rendering engine in Vulkan.

[project page]

ACHIEVEMENTS

Data For City Hackathon

2023

3rd place

[more info]

HackYeah Game Jam

2022

1st place

[more info]

CG Boost Space Carrier Challenge

2020

1st place

[more info]

Unity 3D Inside the Vault: 3D Environment Art Contest

2019

3rd place

[more info]

Warsaw Film School Game Jam VI

2019

Honorable Mention

[more info]

PUBLICATIONS

- M. Lemiec, K. Malinowski, M. Szymoński, M. Ganzha and M. Paprzycki.
Agent-based modelling of car platooning for traffic optimization.
2021 4th International Symposium on Agents, Multi-Agent Systems and Robotics (ISAMSR), pp. 130-137, doi: 10.1109/ISAMSR53229.2021.9567855.
[more info]

EXTRA-CURRICULARS

- Over 30 3D art projects
(prop and environment art)
[portfolio]