

MATEUSZ SZYMONSKI

Technical artist, Computer Science enthusiast

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🐦 @mattszymonski

in Mateusz Szymoński

🔗 mattszymonski

🏠 mattszymonski

EXPERIENCE

Technical Artist

CD PROJEKT RED

📅 October 2022 – Present

- Developing technology for advanced procedural generation of vast environments.
- Cooperating with environment and engine teams.

Junior Technical Artist

CD PROJEKT RED

📅 July 2021 – October 2022

- Developing tools to improve asset creation workflow.
- Maintaining and updating previously created tools.
- Helping people from 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.
- Helping with events organization (Game Jam, Game Dev Fest).
- Managing social media.
- Designing and ordering advertising materials.
- Developing the website (kntgpolygon.pl).
- Handling necessary administrative tasks.

Head Organizer

PolyJam 2020

📅 January 2020

- Preparing site and taking care of the participants.
- Hosting final project presentations.
- Helping other organizers.

Game Jam Participant

PolyJam 2018/2019, Slavic Game Jam 2018/2019, 0h Game Jam 2018/2019/2020, HoloLens Game Jam, Game Jam Square 2019/2020, Warsaw Film School Game Jam 2019/2020, Game Maker's Tool Kit Game Jam 2019, Epic Mega Jam 2020

📅 January 2018 - Present

- Participating in 17 game jams (game development hackathons).
- Working in many different teams under pressure of time.

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
- Architecting
- Versatility
- Organization

SKILLS

Programming Languages

C# Rust C++ Python SQL
R

Tools

Unity Unreal Engine Photoshop
Blender Houdini Substance Painter
Git Docker Helix Core

Libraries

Vulkan OpenGL React ASP.NET
WPF

Other

HTML CSS Linux Agile Scrum
LaTeX

PROJECTS

Pill Engine

Rust

Data-driven game engine written in Rust programming language.

- Designed full architecture from scratch.
- Designed and implemented fundamentals of ECS.
- Designed and implemented resource system.
- Designed and implemented rendering engine.

[\[project page\]](#)

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.

[\[product page\]](#)

Parkly System backend

Java, Spring, Hibernate, SQL, REST

Fully functional system allowing for parking slot booking, an educational project.

[\[project page\]](#)

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 team of open source enthusiasts.

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

[\[project page\]](#)

ACHIEVEMENTS

Warsaw Film School Game Jam VI 2019
Honorable Mention

[\[more info\]](#)

Unity 3D Inside the Vault: 3D
Environment Art Contest 2019
3rd place

[\[more info\]](#)

CG Boost Space Carrier Challenge 2020
1st place

[\[more info\]](#)

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)
[\[portfolio\]](#)