MATEUSZ SZYMOŃSKI

Technical Artist, Computer Science Engineer

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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.

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.
- 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
JavaScript   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, 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]

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

HackYeah Game Jam   2022
1st place

[more info]

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CG Boost Space Carrier Challenge   2020
1st place

[more info]

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

[more info]

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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]