

Monika Bukovics

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Portfolio: <https://monikabuk.github.io/monika-portfolio/>

Objective:

Recent Games Technology graduate with strong C++ and Unity/Unreal skills, seeking an entry-level Game Programmer role. Experienced in gameplay features, technical systems, and VR development for real-world clients.

Education:

BSc Games Technology - University of the West of England, Bristol (Sep 2022 - Jul 2025)

- Multiplayer Game (C++/SFML)
- 3D DirectX 11 Game
- Unity/Unreal projects, Blueprints, and scene scripting
- Developed games and AI components in Python.

Key Skills Gained:

C++ programming, object-oriented design, gameplay systems, custom tooling, technical implementation in Unity/Unreal, 3D engine fundamentals, version control (Git)

BTEC Level 3 in Computing - Coleg Gwent, Newport (2020 - 2022)

- Python, IT systems, Microsoft 365

Diploma in Graphic Arts (Level 4) – Athéné Vocational School, Budapest (2014 – 2016)

- Focus on illustration, layout design, and Adobe Creative Suite
- Tools: Photoshop, Illustrator, InDesign

Experience:

Tech Specialist - Foundry, Bristol (Jan - Jun 2024)

- Built a VR climate simulation in Unity for the Igloo Cave system
- Created weather controller, shader-based visuals, and city layout - Delivered for external client with 3-person dev team

Customer Service Advisor - Roper Rhodes (Summer 2022 & 2023)

- SAP returns, email handling, tech adaptation

Machine Operator - Clarks IT (2018 - 2020)

- Operated machines with precision and adhered to safety protocols.
- Trained new team members and acted as a backup for line leaders.

Skills:

Languages & Tools: C++, Python, C#, Unity, Unreal (UE5 Blueprints), DirectX 11, SFML

Other Tools: Git, Visual Studio, Adobe Photoshop/Illustrator

Soft Skills: Problem-solving, adaptability, communication, teamwork

References are available upon request.