# OSKARAS MARGEVICIUS

## GAMEPLAY & AI PROGRAMMER

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Technical Lead and Award-winning Computer Games Development graduate specializing in C++ and Unreal Engine 5 systems with the ability to deliver production-ready code, leading small teams, and optimizing performance. Expertise in game AI, systems, tools, PCG, procedural animation, audio, VFX and UI. Seeking to leverage technical experience and innovation to drive games at a progressive studio.

## SKILLS

**Engine:** Unreal Engine 5

**Programming:** C++, Blueprint, Python (Tooling), OOP, Design Patterns, Data Structures

**AI Specialisms:** Behaviour Trees, State Machines, EQS, Pathfinding, Utility AI

**Gameplay:** Gameplay Systems Design, Mechanics Development, 3D Vector Math

**Tools:** Git/GitHub, Perforce, Jira & Trello, Unreal Insights (Profiling)

**Methodologies:** Agile Collaboration, Creative Problem-Solving

## KEY PROJECTS

**Technical Lead - Miasma Ashlung** (9-week Extraction Horror Game)          Feb 2025 - May 2025
- C++ architecture and GitHub, securing a showcase at GradEX 2025.
- Built the award winning AI system using pathfinding and EQS.
- Profiled and optimised physics, audio-reactive AI, and Niagara VFX for stable performance.

**Technical Lead - Forgive Me Not**                                          Jul 2024 - Present
- Architected enemy AI using Behaviour Trees with custom C++ Tasks and Services.
- Engineered realistic enemy behaviour with state machines and perception systems.
- Developed procedural camera animations and responsive player mechanics.

**Dissertation Project - Boss Battle System** (2-week)                       Jan 2025 - Feb 2025
- 91.7% Player Satisfaction, 83.3% Replay Rate, 58.3% Recognised Adaptive Behaviour.
- Multi-Agent Systems, Swarm Intelligence, Hierarchical State Machines, and Adaptive Difficulty.
- Made 7 coordinated enemy types; owned full pipeline for behaviours, animations, attacks, and VFX.

## RELEVANT EXPERIENCE

**Game Programming Teacher** Impact Academies and Camps                      Oct 2025 - Present
- Teach game development principles to students (ages 5-17) using Roblox Studio (Lua), Unity (C#), Python, and JavaScript, and visual programming.
- Develop lesson structures to improve knowledge retention and engagement.
- Manage and mentor teaching assistants, ensuring consistent curriculum delivery.
- Implement new procedures for tracking student development and technical understanding.

## EDUCATION

**Computer Games Development BSc (Hons)**                                     Sep 2022 - Jun 2025
University of Staffordshire
- Specialised in: C++, Unreal Engine 5, AI Programming, Game Systems, PCG.
- Key Grade: 95% in Senior Collaborative Games Development (as Tech Lead).

## ADDITIONAL EXPERIENCE

**Store Manager** Gourmet Coffee Bar & Kitchen Limited                    **July 2025 - Present**
- Raised google rating from 3.9 to 4.4 in two months.
- Implemented weekly updates and improved cleanliness with new checklists.
- Managed staff and introduced Employee of the Month to boost morale.
- Enhanced management efficiency using feedback analysis.

**Owner** AM PM Base Limited                    **Jan 2024 - Present**
- Enhanced management efficiency using systematic feedback analysis.

**Tennis Coach Assistant** Sutton Tennis Academy                    **Nov 2021 - Oct 2022**
- Designed strategic drills based on performance analysis to boost player performance.

## ADDITIONAL INFORMATION

- **Languages:** English, Lithuanian, Russian
- **Performance Focus:** Hobbyist in computer optimization and building with 10+ custom systems.
- **Maturity & Management:** Independent property owner and host since age 18, showing long-term planning and excellent communication by maintaining a 4.8/5.0 guest rating across 90+ reviews.