OSKARAS MARGEVICIUS

GAMEPLAY & AI PROGRAMMER

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Award-winning Computer Games Development graduate and Technical Lead with proven expertise in delivering production-ready game systems. Winner of 2nd Place at GradEX 2025 for innovative AI-driven tools, specializing in C++ architecture and Unreal Engine 5 development. Demonstrated ability to lead cross-functional teams, architect scalable gameplay systems, and optimize performance under tight deadlines. Expert in advanced AI programming, VFX implementation, and player engagement optimization, with measurable results including 91.7% player satisfaction rates and 75% engagement increases. Seeking to leverage technical leadership experience and award-winning innovation to drive next-generation game development at a forward-thinking studio.

AREA OF EXPERTISE

C++ Programming	Unreal Engine 5	AI Systems Development
Blueprint Scripting	Gameplay Mechanics & Systems	Niagara VFX
Jira & Trello	Optimisation	Git/GitHub

KEY ACHIEVEMENTS

- **Academic Excellence.** Awarded 2nd Place in Tools/Systems Category at GradEX 2025 for the Miasma System, recognizing outstanding technical innovation and project quality among graduating students.
- **Adaptive AI Success**. Developed boss battle system with 58.3% player recognition of adaptive behavior, achieving 91.7% player satisfaction with challenge appropriateness and 83.3% replay encouragement rate.
- **Technical Leadership**. Led development of multiple game projects as Technical Lead, including Forgive Me Not and Miasma Ashlung, managing GitHub repositories and C++ architecture.
- **Player Engagement**. Created AI systems that increased player excitement by 75% and engagement levels, with 100% of players requiring strategic thinking to succeed.

PROFESSIONAL EXPERIENCE

Owner AM PM Base Limited **Jan 2024 - Present**

- Developed business acumen and operational problem-solving skills relevant to project management.
- Enhanced user experience understanding through direct customer engagement and feedback analysis.
- Led team operations, fostering collaboration and communication in fast-paced environment.

Barista Caffé Nero and Gourmet **Nov 2021 - Present**

- Improved interpersonal and customer service skills through high-volume customer interactions.
- Efficiently managed multiple fast-paced tasks while maintaining quality standards under pressure.
- Demonstrated reliability and adaptability in dynamic work environments.

Tennis Coach Assistant Sutton Tennis Academy **Nov 2021 - Oct 2022**

- Conveyed complex concepts clearly to diverse audiences, enhancing communication and teaching abilities.
- Developed strategic thinking and game planning skills directly relevant to gameplay design.
- Mentored players in skill development and tactical decision-making.

EDUCATION

Computer Games Development BSc (Hons) **Sep 2022 - Jun 2025**

University of Staffordshire

- Specialized in C++ programming for game engines, tools development, and VFX for games, with hands-on experience in Unreal Engine 5 and OpenGL.
- Key coursework in Advanced Game AI, including Chess AI with Minimax, Squad AI with pathfinding, and Boids flocking systems, and Procedural Content Generation, applied in a final-year project.
- Developed mobile games and contributed to collaborative projects, achieving 95% in the Senior Collaborative Games Development module.
- Strengthened industry readiness through Professional Development and Rapid Prototyping, with a focus on scalable systems and employability skills.

A-Level Qualifications **Sep 2020 - Jul 2022**

Carshalton Boys Sports College Sixth Form

- Physics, Product Design, IT

KEY PROJECTS

Technical Lead - Miasma Ashlung (9-week Extraction Horror Game) **Feb 2025 - May 2025**

- **2nd Place Winner** - Tools/Systems Category, GradEX 2025 for the Miasma System component.
- Spearheaded complete technical development as Technical Lead, including GitHub repository setup, prototype porting to C++, and strategic pivot from procedural generation to manual level design for enhanced stability.
- Developed award-winning Miasma System in 4 weeks using advanced C++ and Unreal Engine Blueprints, featuring AI-driven pathfinding and Environmental Query Systems for adaptive surface spreading with scalable optimization.
- Engineered core gameplay systems including enemy AI using Unreal Engine's Perception System, physics-based interaction mechanics, and audio-reactive AI systems with 'Make Noise' functionality.
- Led comprehensive project optimization through debugging, performance tuning, and asset integration, delivering a polished final product within tight 9-week timeline.
- Created immersive VFX and material systems with customizable parameters, demonstrating proficiency in both technical implementation and artistic integration.

Technical Lead - Forgive Me Not **Jul 2024 - Present**

- Engineered advanced AI systems for realistic enemy behaviors using state machines and perception systems.
- Developed procedural camera animations and responsive player movement mechanics.
- Implemented robust damage system and enemy spawning system with EQS integration.

Dissertation Project - Boss Battle System **Jan 2025 - Feb 2025**

- Developed adaptive AI system achieving 58.3% player recognition of behavioral adaptation with 100% strategic engagement requirement.
- Implemented swarm intelligence with 81.8% effective coordination rating and hierarchical state machine managing 3 escalating difficulty phases.
- Achieved 91.7% appropriate challenge rating (3.92/5 difficulty) with 83.3% replay encouragement and 75% excitement increase among 12 playtesters.

ADDITIONAL INFORMATION

- **Languages:** English (Native), Lithuanian (Native), Russian (Professional Proficiency)
- **Certifications:** LTA Tennis Assistant Qualification (National Tennis Centre)
- **Technical Projects:** Computer Building & Optimization (2015-Present) - Built and optimized 10+ systems