

# OSKARAS MARGEVICIUS

## GAMEPLAY & AI PROGRAMMER

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Technical Lead and Award-winning Games Development graduate specializing in C++ and Unreal Engine 5. Proven track record in architecting production-ready AI systems, optimizing performance, and leading collaborative teams to successful project delivery (GradEX 2025 Showcase). Seeking to leverage technical innovation at a progressive studio.

### SKILLS

**Languages:** C++, C#, Python, Lua, JavaScript.

**Engine & Tools:** Unreal Engine 5 (Blueprints, Insights), Unity, Git/GitHub, Perforce.

**AI & Gameplay:** Behaviour Trees, EQS, Pathfinding, State Machines, 3D Vector Math.

### KEY PROJECTS

<b>Technical Lead - Miasma Ashlung</b> (9-week Extraction Horror Game)	<b>Feb 2025 - May 2025</b>
<ul style="list-style-type: none"><li>Directed C++ architecture and Git/GitHub workflow, securing a showcase at GradEX 2025.</li><li>Engineered an award-winning AI system utilizing pathfinding, EQS and advanced vector maths.</li><li>Profiled and optimized physics, audio-reactive AI, and Niagara VFX using Unreal Insights.</li></ul>	
<b>Dissertation - Boss Battle System</b> (2-week)	<b>Jan 2025 - Feb 2025</b>
<ul style="list-style-type: none"><li>Achieved 91.7% Player Satisfaction, 83.3% Replay Rate, 58.3% Recognised Adaptive Behaviour.</li><li>Utilised Swarm Intelligence, Hierarchical State Machines and Dynamic Response Logic.</li><li>Made 7 coordinated enemy types; full pipeline for behaviours, animations, combat, and VFX.</li></ul>	
<b>Developer - Road Builder &amp; Traffic System</b>	<b>Oct 2024 - Nov 2024</b>
<ul style="list-style-type: none"><li>Built a custom C++ class and spline-based tool for procedural urban environment generation.</li><li>Engineered a multi-agent traffic system with A* pathfinding* and complex obstacle detection logic.</li><li>Optimized logic and added timers to reduce trace-calls, for performance in dense simulations.</li></ul>	
<b>Technical Lead - Forgive Me Not</b>	<b>Jul 2024 - Sep 2024</b>
<ul style="list-style-type: none"><li>Architected enemy behaviours with C++ Tasks, Services, and perception system.</li><li>Developed procedural camera animations and responsive player mechanics.</li><li>Made core systems such as objective, interaction, health/damage and weapons/abilities.</li></ul>	

### RELEVANT EXPERIENCE

<b>Game Programming Teacher</b> Impact Academies and Camps	<b>Oct 2025 - Present</b>
<ul style="list-style-type: none"><li>Teach game development principles and GCSE/A-Level Computer Science curricula using Roblox Studio (Lua), Unity (C#), Python, and JavaScript.</li><li>Develop lesson structures to improve knowledge retention and engagement.</li><li>Manage and mentor teaching assistants, ensuring consistent curriculum delivery.</li><li>Implement new procedures for tracking student development and technical understanding.</li></ul>	

### EDUCATION

<b>Computer Games Development BSc (Hons)</b>	<b>Sep 2022 - Jun 2025</b>
University of Staffordshire	
<ul style="list-style-type: none"><li>Specialised in: C++, Unreal Engine 5, AI Programming, Game Systems, PCG.</li><li>Key Grade: 95% in Senior Collaborative Games Development as Tech Lead.</li></ul>	

## ADDITIONAL EXPERIENCE

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<b>Store Manager</b> Gourmet Coffee Bar & Kitchen	<b>Nov 2021 - Jan 2026</b>
<ul style="list-style-type: none"><li>Promoted to manager following 3.5 years of part-time work during A-Levels and University.</li><li>Raised Google rating from 3.9 to 4.4 via new service standards and checklists.</li><li>Managed end-to-end recruitment, staff training, and morale for the team.</li></ul>	
<b>Business Owner</b> AM PM Base Limited	<b>Jan 2024 - Dec 2025</b>
<ul style="list-style-type: none"><li>Managed operations and systematic feedback analysis for high service standards.</li></ul>	

<b>Tennis Coach</b> Sutton Tennis Academy	<b>Nov 2021 - Oct 2022</b>
<ul style="list-style-type: none"><li>Developed performance-based training drills to accelerate player skill development.</li></ul>	

## ADDITIONAL INFORMATION

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- Languages:** English, Lithuanian, Russian
- Technical Interests:** Building and optimizing custom computer systems (10+ builds).
- Maturity & Management:** Independent property manager since age 18, maintaining a 4.8/5.0 guest rating over 90+ reviews.