

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. Experienced 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 experience and award-winning innovation to drive next-generation game development at a forward-thinking studio.

SKILLS

Unreal Engine 5 (C++, Blueprint)	Gameplay Systems Design	AI Programming
Object Oriented Programming	Mechanics Development	Procedural Content Generation
Agile Collaboration	Creative Problem-Solving	Time Management
Jira & Trello	Git/GitHub	Niagara VFX

KEY ACHIEVEMENTS

- GradEX 2025:** Won 2nd Place for Miasma System, lauded for technical innovation and industry-standard design with usage guide, streamlining team integration.
- Adaptive AI:** Built boss battle system with 58.3% player recognition of adaptive behaviour, achieving 91.7% satisfaction and 83.3% replay rate.
- Technical Leadership:** Architected C++ gameplay systems for Miasma Ashlung and Forgive Me Not, collaborating with designers to deliver scalable features.
- Player Engagement:** Engineered AI systems boosting excitement by 75%, requiring 100% strategic thinking in playtests.

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>Led C++ architecture and GitHub for 9-week project, winning 2nd Place at GradEX 2025.</li><li>Built Miasma System using Unreal Engine 5, AI pathfinding, and Environmental Query Systems.</li><li>Optimized physics-based mechanics, audio-reactive AI, and Niagara VFX for stability.</li><li>Pivoted to manual level design, delivering polished product on time.</li></ul>	
<b>Technical Lead - Forgive Me Not</b>	<b>Jul 2024 - Present</b>
<ul style="list-style-type: none"><li>Engineered AI systems with state machines and perception systems for realistic enemy behavior.</li><li>Developed procedural camera animations, responsive player movement and mechanics.</li><li>Implemented damage and enemy spawning systems with EQS integration.</li></ul>	
<b>Dissertation Project - Boss Battle System</b>	<b>Jan 2025 - Feb 2025</b>
<ul style="list-style-type: none"><li>Created adaptive AI with 58.3% adaptive AI recognition, 91.7% challenge satisfaction, and 83.3% replay rate.</li><li>Implemented swarm intelligence (81.8% noticing coordination) and hierarchical state machines with 3 difficulty phases.</li><li>Achieved 75% excitement increase among 12 playtesters.</li></ul>	

## EDUCATION

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### Computer Games Development BSc (Hons)

Sep 2022 - Jun 2025

University of Staffordshire

- Specialized in C++, Unreal Engine 5, AI Programming, and Procedural Content Generation.
- Achieved 95% in Senior Collaborative Games Development as Technical Lead.

### A-Level Qualifications

Sep 2020 - Jul 2022

Carshalton Boys Sports College Sixth Form

- Physics, Product Design, IT

## PROFESSIONAL EXPERIENCE

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### Owner AM PM Base Limited

Jan 2024 - Present

- Streamlined operations through feedback analysis, significantly enhancing project management efficiency and demonstrating a systematic approach to problem-solving.

### Store Manager Gourmet Coffee Bar and Kitchen Limited

July 2025 - Present

- Leads daily operations, optimizing service delivery and staff management through analytical skills, ensuring high standards in a dynamic environment.

### Barista Caffè Nero & Gourmet Coffee Bar and Kitchen Limited

Nov 2021 - July 2025

- Provided efficient, high-quality service in fast-paced, high-volume settings, demonstrating strong multitasking and attention to detail.

### Tennis Coach Assistant Sutton Tennis Academy

Nov 2021 - Oct 2022

- Designed strategic drills based on performance analysis, directly boosting player performance and showcasing analytical thinking.

## ADDITIONAL INFORMATION

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- **Languages:** English (Native), Lithuanian (Native), Russian (Professional Proficiency)
- **Portfolio:** oskarasm.github.io (playable demos and code samples)
- **Certifications:** LTA Tennis Assistant Qualification (National Tennis Centre)
- **Hobbies:** Computer Building & Optimization (10+ systems)