OSKARAS MARGEVICIUS

GAMEPLAY & AI PROGRAMMER

London & Midlands | om11757@outlook.com | oskarasm.github.io | linkedin.com/in/oskaras-margevicius

Award-winning Computer Games Development graduate and Technical Lead with expertise in delivering production ready game systems. Winner of 2nd Place at GradEX 2025 for innovative AI-driven tools, in C++ and Unreal Engine 5. Ability to lead teams, make scalable gameplay systems, and optimize performance. Experienced engagement optimization, with results including 91.7% player satisfaction and 75% engagement increases. 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 core AI system using UE5 pathfinding and Environmental Query Systems (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 Behavior Trees with custom C++ Tasks and Services.
- Engineered realistic enemy behavior with state machines and perception systems.
- Developed procedural camera animations and responsive player mechanics.

Dissertation Project - Boss Battle System   **Jan 2025 - Feb 2025**
- Achieved 91.7% player satisfaction and an 83.3% replay rate.
- Designed adaptive AI recognised by 58.3% of players during testing.
- Implemented swarm intelligence and hierarchical state machines with 3 difficulty phases.

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).

PROFESSIONAL EXPERIENCE

Store Manager Gourmet Coffee Bar & Kitchen Limited   **July 2025 - Present**
- Led daily operations and staff management, using analytical skills to optimize service delivery.

Owner AM PM Base Limited   **Jan 2024 - Present**
- Enhanced management efficiency through systematic feedback analysis and problem-solving.

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 systems optimization and building (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.