

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 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

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

EDUCATION

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

Owner AM PM Base Limited

Jan 2024 - Present

- Streamlined operations through feedback analysis, enhancing project management efficiency.

Barista Caff  Nero and Gourmet

Nov 2021 - Present

- Efficient service in high-pressure settings via multitasking.

Tennis Coach Assistant Sutton Tennis Academy

Nov 2021 - Oct 2022

- Designed strategic drills, boosting player performance

ADDITIONAL INFORMATION

- 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)