

OSKARAS MARGEVICIUS

GAMEPLAY & AI PROGRAMMER

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Motivated Computer Games Development graduate specializing in Unreal Engine 5, with strong expertise in C++ and Blueprint programming. Experienced in developing innovative gameplay mechanics, advanced AI systems, and VFX using Unreal Engine's Niagara system. Proven track record in creating robust damage systems, implementing procedural camera animations, and developing interactive systems for enhanced player engagement.

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

- 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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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.	

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

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 - 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.