# 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

**Technical Lead - Miasma Ashlung** (9-week Extraction Horror Game)            **Feb 2025 - May 2025**
- Directed C++ architecture and Git/GitHub workflow, securing a showcase at GradEX 2025.
- Engineered an award-winning AI system utilizing pathfinding, EQS and advanced vector maths.
- Profiled and optimized physics, audio-reactive AI, and Niagara VFX using Unreal Insights.

**Dissertation - Boss Battle System** (2-week)            **Jan 2025 - Feb 2025**
- Achieved 91.7% Player Satisfaction, 83.3% Replay Rate, 58.3% Recognised Adaptive Behaviour.
- Utilised Swarm Intelligence, Hierarchical State Machines and Dynamic Response Logic.
- Made 7 coordinated enemy types; full pipeline for behaviours, animations, combat, and VFX.

**Developer - Road Builder & Traffic System**            **Oct 2024 - Nov 2024**
- Built a custom C++ class and spline-based tool for procedural urban environment generation.
- Engineered a multi-agent traffic system with A* pathfinding and complex obstacle detection logic.
- Optimized logic and added timers to reduce trace-calls, for performance in dense simulations.

**Technical Lead - Forgive Me Not**            **Jul 2024 - Sep 2024**
- Architected enemy behaviours with C++ Tasks, Services, and perception system.
- Developed procedural camera animations and responsive player mechanics.
- Made core systems such as objective, interaction, health/damage and weapons/abilities.

## RELEVANT EXPERIENCE

**Game Programming Teacher** Impact Academies and Camps            **Oct 2025 - Present**
- Teach game development principles and GCSE/A-Level Computer Science curricula using Roblox Studio (Lua), Unity (C#), Python, and JavaScript.
- Develop lesson structures to improve knowledge retention and engagement.
- Manage and mentor teaching assistants, ensuring consistent curriculum delivery.
- Implement new procedures for tracking student development and technical understanding.

## 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.

## ADDITIONAL EXPERIENCE

**Store Manager** Gourmet Coffee Bar & Kitchen                              **Nov 2021 - Jan 2026**
- Promoted to manager following 3.5 years of part-time work during A-Levels and University.
- Raised Google rating from 3.9 to 4.4 via new service standards and checklists.
- Managed end-to-end recruitment, staff training, and morale for the team.

**Business Owner** AM PM Base Limited                                       **Jan 2024 - Dec 2025**
- Managed operations and systematic feedback analysis for high service standards.

**Tennis Coach** Sutton Tennis Academy                                      **Nov 2021 - Oct 2022**
- Developed performance-based training drills to accelerate player skill development.

## ADDITIONAL INFORMATION

- **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.