

PAVEL KOSÍK

GAME PROGRAMMER

CONTACT



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[Portfolio](#)



524 Bažantnice, Strakonice 38601,
Czech Republic

EDUCATION

Information Technology

**Střední průmyslová škola a
Vyšší odborná škola, Písek,
Karla Čapka 402**

2019-2023

- [Graduated with honors](#)
- Basics of algorithms
- Basics of operation systems
- Basics of team work

LANGUAGES

Czech



English



SKILLS

C++



Unreal Engine



C#



Unity



PROFILE

- Student of FIT CTU
- Hard-working programmer with passion for learning new things
- Highly organized, disciplined person with enthusiasm to partake in game development

WORK EXPERIENCE

Junior Developer

ABRA Software, a.s.

June 2022 - February 2023

- Worked on frontend of accounting software Abra Flexi
- Showcased effective time management skills by successfully combining a part time job and studying
- Showcased effective communication with superiors to grasp the goal of clients
- Showcased independence while working from home

PERSONAL PROJECTS

Graduation Project

- 3D game inspired by the Dark Souls series created in Unreal Engine 5
- Creation of player character, enemy characters, camera system, combat system, simplified quest system done in C++
- Creation of a user interface and an inventory system done by combining C++ and Blueprints
- Worked under time pressure and managed to finish the project

Frontend Freelance Project For Client

- Freelance project on Upwork platform
- Frontend UI created in Unreal Engine 4
- Designed the UI in Figma
- Creation and integration of this project in to 2 other projects from client(Amazon Meta Humans + project from other freelancer)
- The project was created using Blueprints
- Communication with client in English and work from home
- Recorded and edited the final video for client

Bounce Shooter

- Top down shooter created in Unreal Engine 5
- Project was created teamed up with a graphic artist
- Used Github for source control
- Player movement, shooting and enemy behaviour done with C++
- Project is unfinished