Pawel Wilczewski

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Driven .NET and game developer, passionate about code quality, good state management and maintainability.

Work Experience

LINK

.NET Programmer C# ASP.NET Blazor — Contract
Jaworski Software Solutions Ltd — *February 2024 - Present*

Developed a feature-rich, fully extendable and customisable node editor web application using ASP.NET Core, Entity Framework Core and PostgreSQL. I was responsible for setting up the project from the ground up and implementing key back- and front-end requirements.

Gameplay Programmer C# Unity — Full Time
XR Games — *June 2023 - Present*

Implemented a networked narrative system responsible for executing and sychronising events and objectives across the entire game. Engineered a flexible and feature-rich enemy spawning and behaviour systems. Integrated platform-specific features such as headset rumble, eye tracking, and adaptive triggers for PSVR2®. Optimised performance overcoming engine's limitations.

Add-on Developer Python Blender — Part Time
Self-employed — *March 2022 - Present*

Developed and published three financially successful add-ons for Blender. Applied clean code and designing techniques allowing for easy maintenance and releasing new updates over time.

Game Developer C++ Unreal Engine — Part Time
Self-employed — *June 2021 - September 2022 WIP*

Developing large-scale Unreal Engine template project with flexibility and extendability in mind, applying sound Software Engineering principles to facilitate ease-of-use and robustness.

Featured Work

LINK

General-Purpose Node Editor Web App C# ASP.NET Blazor — *2024* LINK
Designed to facilitate easy extending with no unnecessary boilerplate. Trivial integration of internal/external APIs. Inversion of control, multiple ways of registering new behaviour. Maximised nodes execution parallel processing, fully customisable by consumer.

Starship Troopers: Continuum C# Unity — *2024* LINK
Designed and implemented reusable, optimised code to ensure seamless networked gameplay across multiple platforms. Worked closely with designers to developing user-friendly tooling for implementing in-game behaviour efficiently. Solely developed advanced game features from concept to completion.

ModularFPS C++ Unreal Engine — *2022+* LINK
Package of flexible components and assets for rapidly creating high-quality FPS games with minimal effort. Using good design principals supported by design patterns to achieve optimal user experience and high level of flexibility.

Blender Add-ons Python Blender — *2022+* LINK
Developed and published and maintained three Blender add-ons in Python. Gained experience in finishing, releasing and supporting digital products.

Puzzle Escape Game C# Unity — *2023* LINK
Created and published game for XR Games granting me a position at XR Games.

3D Skinning Tool C++ OpenGL — *2023* LINK
University dissertation project. Tool for tweaking the appearance of 3D animations on rigged 3D meshes. Focused on separation of concerns and appropriate abstractions.

Education

Computer Science, BSc
September 2020 - June 2023
University of Leeds
Graduated with a First-Class Honours degree

Skills

- Full Stack Development
- Gameplay Programming
- Networked Code
- Code Design & Architecture
- Clean Code & Design Patterns
- Cross-platform & Console Development
- Optimisation & Performance
- Object-oriented Approaches
- Functional Programming
- Managing Technical Debt
- Managing Complex State
- Accurate Abstractions
- Memory Management
- Understanding Low-level Concepts
- Adaptability & Fast Learning

Courses

Mastering Iterative OOD in C# LINK
Udemy 2024
Introducing gradual changes while keeping code stable, breaking down problems to manageable sub-problems

Unreal C++ Multiplayer Master LINK
Udemy 2018
Low & high level networking, replication, client- and server-side interpolation, lag compensation and other networking concepts, reliability

Introduction to Pandas LINK
AI Planet 2021
Understanding data processing and analysis techniques

Languages

- English *full professional proficiency*
- Polish *native*

Interests

- Programming
- Game Development
- Football
- CNC Machines