

Pawel Wilczewski

Gameplay Programmer

Experienced Unreal Engine game developer, pipeline programmer and asset creator. Third-year CS student. Loves efficient pipeline and well-structured code!



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EDUCATION

Computer Science with High-Performance Graphics and Games Engineering MEng, BSc

University of Leeds

09/2020 - 07/2024

Leeds

Final year project (planning phase)

- Interactive skeletal meshes skinning tool for real-time animation

WORK EXPERIENCE

Independent Unreal Engine Game Component Developer

Self-employed

06/2021 - Present

Achievements/Tasks

- Coding immersive gameplay in C++ and Blueprints
- Full creation pipeline of high-quality assets
- Procedural and baked animation creation and implementation
- Time management and persistence
- Writing reusable, well-written and well-structured code
- Solving complex problems with neat solutions

Independent Blender Addon Developer

Self-employed

03/2022 - Present

Achievements/Tasks

- Smart Loops Toolkit - the Essential Tools for Blender
- UEX - Blender to Unreal Export in One Click
- Finishing and listing successful products
- Maintenance of digital products
- Dealing with feedback, engaging with community
- Python gamedev pipeline development

Software Developer for Upholstery Company

Zakład Tapicerski Danuta Wilczewska

06/2017 - 12/2018

Poland

Achievements/Tasks

- Developing, implementing and deploying software
- Object-oriented approaches, C#
- Custom-created project for specific needs
- Maintenance of live software
- Collaboration with client
- Optimizing software for low-end hardware

SKILLS

C++ (8 years)

Unreal Engine

Game Design

Object-Oriented Approaches

Source Control

UE Blueprints

Python (6 years)

C

C#

Java

OpenGL

Blender

Krita

Substance Painter

Pipeline Development

High-Fidelity Asset Creation

PERSONAL PROJECTS

Wgine Game Engine (08/2022 - Present)

- Low-level graphics programming in OpenGL
- Modular, performant and high-quality C++ code
- Using prior game engine experience to build useful software

University Projects (09/2020 - Present)

- Going above and beyond the standard requirements
- Team leader and lead programmer in all group assignments
- Automated testing, automation pipeline
- Cross-platform development

Minor personal projects (06/2014 - Present)

- 20+ finished small to medium-scope practice projects
- Committing and finishing projects increasing in complexity
- Learning through new approaches and fixing countless issues
- Programming engaging gameplay

CERTIFICATES

The Unreal Engine Developer Course - Learn C++ & Make Games (12/2017)

First, hands-on high-fidelity game development experience

Unreal C++ Multiplayer Master: Intermediate Game Development (02/2018)

Replication, client- and server-side interpolation, lag compensation and other networking concepts

Introduction to Pandas Bootcamp (09/2021)

Gaining experience in different fields of Computer Science and utilising new approaches

LANGUAGES

English

Full Professional Proficiency

Polish

Native or Bilingual Proficiency

INTERESTS

Game Development

Esports

Football

CNC Machines

2D and 3D Art

Graphics