Pawel Wilczewski

Gameplay Programmer

Experienced Unreal Engine game developer, pipeline programmer and asset creator. Final-year Computer Science student. I enjoy efficient pipeline and well-structured code.



pawel.wilczewski@outlook.com

07883082921

Leeds, United Kingdom

pawelwilczewski.github.io

linkedin.com/in/pawel-wilczewski

EDUCATION

Computer Science BSc University of Leeds

09/2020 - 07/2023

Leeds

Final year project (implementation 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 🗷

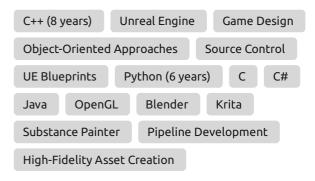
06/2017 - 12/2018

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



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 Polish
Full Professional Proficiency Native or Bilingual Proficiency

INTERESTS

Game Development Esports Football

CNC Machines 2D and 3D Art Graphics