

# Pawel Wilczewski

## Gameplay Programmer

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



pawel.wilczewski@outlook.com

07883082921

Leeds, United Kingdom

pawelwilczewski.artstation.com

linkedin.com/in/pawel-wilczewski

## 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

AAA Games