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.

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EDUCATION

Computer Science BSc
University of Leeds

09/2020 - 06/2023   *Leeds*

Final year project (implementation phase)

- Interactive skeletal meshes skinning tool for real-time animation
- BSc degree with First-Class Honours graduation prediction

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
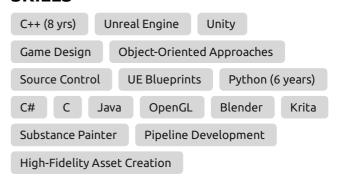Zakład Tapicerski Danuta Wilczewska

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 yrs) · Unreal Engine · Unity · 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

XR Challenge Puzzle Game (12/2022 - Present)
- Finishing a full game in a short period: ~15 days of development
- Applying prior game engine expertise to less-familiar Unity
- Applying design patterns for better maintenance and performance

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 and low-level graphics

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