Pawel Wilczewski

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PROFESSIONAL EXPERIENCE

Jaworski Software Solutions Contract | February 2024 - Present
Full Stack Developer *.NET 8 | C# 12 | TypeScript | ASP.NET Core | Entity Framework Core | PostgreSQL | React | Blazor*
- Led set up and implementation of key requirements of node editing web app.
- Applied clean architecture, strongly typed ids, accurate abstraction and relevant design patterns to ensure rapid iteration, maintainability and trivial extendability.
- Used source generation to reduce boilerplate, improve performance and increase type safety.
- Developed React website with trivial content updates for upholstery furniture business.

XR Games Full Time | June 2023 - December 2024
Programmer *C# 9 | Unity | Azure | Oculus Quest | PlayStation*
- Implemented networked narrative system driving game logic with ~150 events and objectives.
- Engineered flexible and robust spawning and combat systems with user-friendly tooling.
- Smoothened out and shortened by 50% level loading to meet strict platform requirements.
- Safely applied asynchronous approaches to optimise hot paths and reduce lag spikes to provide constant 72+ FPS.
- Integrated platform-specific hardware features such as headset rumble, eye tracking and adaptive triggers for PSVR2®.

Self-employed Part Time | June 2021 - Present
Game & Add-on Developer *Python | C++ | Blender | Unreal Engine*
- Developed and published 3 financially successful extensions for Blender with 12 updates adding new features and ensuring compatibility. Received close to 5-star rating and very positive reviews on all released products.
- Developed large-scale, easy-to-use, networked Unreal Engine FPS template project.
- Using implementation-agnostic design, allowing easy integration of custom behaviour.
- Applying clean code and SOLID principles allowing easy maintenance and testing.
- Creating intuitive and feature-rich tooling for rapid prototyping and polishing.

EDUCATION

Computer Science, BSc (First-Class Honours) September 2020 - June 2023
University of Leeds Software Engineering | Distributed Systems | Secure Computing | Programming for the Web

SKILLS

C# | JavaScript | C++ | Python | HTML | CSS | .NET | ASP.NET | Entity Framework | React | Next.js | Blazor | Tailwind | Unity
APIs | OOP | FP | OOD | Clean Code | Design Patterns | Full Stack Development | Advanced Networking | Memory Management
Asynchronous & Parallel Code | Cross-platform | Optimisation & Performance | Managing Technical Debt | Accurate Abstractions

PROJECTS

[Gym Track](#) (C#, ASP.NET, Entity Framework, TypeScript, Vue.js, Pinia) 2025
- Open-source app for tracking workouts and storing exercise presets.
- Utilised clean architecture to ensure scalability, maintainability and separation of concerns.
- Extensive unit and functional testing using *TUnit*, ensuring reliability and security.

[ZTDW Website](#) (TypeScript, React, Next.js) 2024
- Website for upholstery furniture business in Poland created in React with focus on fast further content deployments.
- Optimised SEO and accessibility according to guidelines and best practices - scoring 95+ in website meters.
- Applied good design principles supported by design patterns and best practices to achieve optimal user experience, high level of flexibility and maintainability.

[General-Purpose Node Editor Web App](#) (C#, ASP.NET, Blazor) 2024
- Web application developed to facilitate client's need to promptly create, modify and reuse custom workflows repeatedly.
- Implemented trivial integration of external and internal APIs with minimal setup through dependency injection.
- Maximised parallelism of code execution, increasing performance and scalability.

[Starship Troopers: Continuum](#) (C#, Unity) 2024
- VR first-person shooter, multiplayer, co-op, story-driven game set in universe of famous IP.
- Core gameplay programming, from implementing game logic, through optimising and polishing, to implementing clean and predictable cross-platform networked functionalities.
- Working closely with designers, developed advanced features from concept to completion.

SELF-DEVELOPMENT

Mastering Iterative Object-oriented Development in C# *Zoran Horvat* | 2024
Introducing gradual changes while keeping code stable, breaking down problems to manageable sub-problems.

Refactoring to Design Patterns by Example *Zoran Horvat* | 2023
Noticing and applying design patterns to improve architecture of problems originally solved in a naive way.

LANGUAGES
English *full professional proficiency*, **Polish** *native*

INTERESTS
Programming | Football | Games | CNC Machines