

# 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 - 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 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