# 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	$\searrow$
07883082921	- 0
Leeds, United Kingdom	0
pawelwilczewski.github.io	$\mathbb{Z}$
nkedin.com/in/pawel-wilczewski	in

#### **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
- 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 🗷

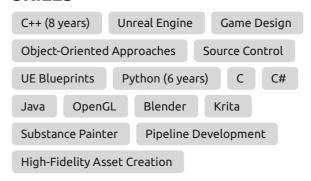
06/2017 - 12/2018

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**



linke

## 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

Full Professional Proficiency Native or Bilingual Proficiency

## INTERESTS

Game Development **Esports** Football **CNC Machines** 2D and 3D Art Graphics