

Konrad Piechota

E-mail: konrad.piechota@outlook.com

Twitter: [@piechota_konrad](https://twitter.com/piechota_konrad)

Portfolio: <https://piechota.github.io/>

Experience:

2018-2021 Infinity Ward Poland - Rendering Engineer

Call of Duty: Vanguard

Call of Duty: Warzone

Call of Duty: Modern Warfare

2015-2018 Flying Wild Hog - Graphics / Tool programmer

Shadow Warrior 2

Hard Reset: Redux

2014-2015 Vescom Studios - Game Programmer

Pangrollin

Distorted

Skills:

Programming: C/C++, C#, Python, JavaScript, PHP, Shader Languages (glsl, hlsl)

Technologies: Unity3D, DirectX12, Qt

Consoles: PS4, Xbox One

Hardware-oriented development: Arduino, Kinect v2, Technologia VR (Oculus Rift, Samsung Gear VR, Google Cardboard)

Languages:

Polish (native), English C1

Education:

BSc studies: Computer Science FTIMS Łódź University of Technology,

Specialty I: Technologies of Computer Games and Simulations

Specialty II: Technology and Graphics in Games