

# Konrad Piechota

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Twitter: [piechota\\_konrad](#)

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

## Experience:

Infinity Ward Poland - Rendering Engineer

Call of Duty: Vanguard

Call of Duty: Modern Warfare

Flying Wild Hog - Graphics / Tool programmer

Shadow Warrior 2

Hard Reset: Redux

Vescom Studios - Game Programmer

Pangrollin

Distorted

## Projects:

Bluetooth Car

[TheHunt](#)

[RayTracing](#)

[Ludum Dare 32](#)

[SandBox engine](#)

[ShipIn5](#)

[Software rasterizer](#)

[Techland Game Jam 2014](#)

[Ludum Dare 40](#)

[Rocket Thruster](#)

[Ludum Dare 38](#)

## Skills:

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

Technologies: Unity3D, DirectX12, Qt

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

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