

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: Warzone

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

[Lightleech](#)

[ShipIn5](#)

LazyKrzysztof

[Li' Justin's Fame Escape](#)

[Spiritual Escape](#)

[RayTracing](#)

[Your small world](#)

[Rocket Thruster](#)

[SandBox engine](#)

[TheHunt](#)

[Software rasterizer](#)

[Commit Racer](#)

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

I hereby give consent for my personal data included in the job offer to be processed for the purposes of recruitment under the Data Protection Act 1997 (Dz. U. no. 133, item 883)