Piotr Piwoni

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Personal Statement

Over the years spent working on team projects, both as a leader and a team member, I have developed strong communication skills, enabling me to build strong connections with team members.

I possess a high level of technical skills in various multimedia disciplines. I am proficient in the following software: Unity, JetBrains Rider, Unreal Engine 4, CS Suite, GitHub and Microsoft Office. I also have a solid understanding of game design and development equipment.

Work Experience

None of which is applicable to the application.

Personal Experience

Created a game called John as a member of the team, Gluetrap Games.
- The team consisted of 8 members, where I was one of the three programmers for the game.
- Worked on creating the movement system, game managers, linking other systems together, and creating a designer-friendly tool for iterating the process of level creation.
- Additionally, I was responsible for managing our version control system (Git) and handling the creation and maintenance of our Technical Design Document.

Created a game called VR Boxing with a team of 3 people
- Acted as the Game Director. Took on a production role, ensuring all team members completed work on time.
- Worked as the Lead Programmer. Was responsible for mentoring the other programmer in the team, as well as setting the basic VR framework on which the game operates.

Created a tech demo displaying AI in the form of enemies
- Programmed basic AI state behaviour like chase and attack.
- Took control of researching AI techniques and implementations.

Created a multitude of shaders in Unity
- Programmed Shaders using HLSL.
- The shaders created were a cartoon shader, an ocean shader, a hologram shader, and an eye shader.
- Took control of researching algorithms and equations to create shaders.

Hobbies and Interests

- Playing board games.
- Playing TTRPGs.
- Creating game engines and other applications.
- Writing short stories.
- Whittling.

Education

Abertay University

From: 2022 - 2026
Qualifications:
- Computer Games Application Development (BoS) Honours

East London of Arts and Music (ELAM)

From: 2020 - 2022
Qualifications:
- ULA Level 3 Extended Diploma in Game Design
- Level 3 Maths
- Level 3 English