

Piotr Warkocki

PORTFOLIO

Software Development-VR
+Gaming Student



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About Me

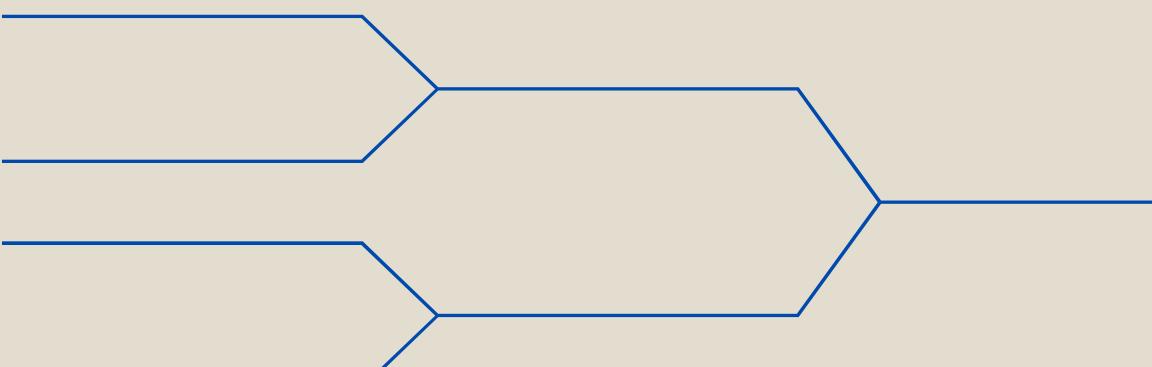
I am a Software Development Student currently studying in TUS Athlone.

I mainly develop using C# and Unity for game development.

I am in my final year of college (year 4)



College INTERNSHIP



HeadShape Inspector

Serious game for medical training
and visual assessment of head
deformities in infants



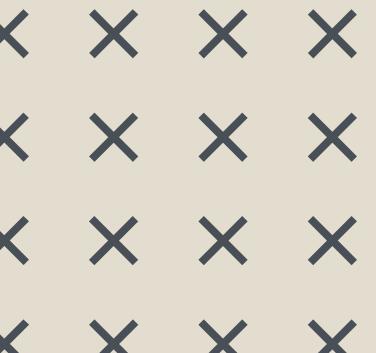
IPCA 2AI

Barcelos, Portugal



Cranial Analysis

Head Model



HEADSHAPE INSPECTOR

“HeadShapeInspector” is an educational game designed to train healthcare professionals and students in diagnosing and analyzing cranial deformities in infants.

SKILL + ABILITIES

Game Design

Mostly presented before an audience,

Coding

Mostly presented before an audience,

Creativity

Mostly presented before an audience,

Communication

Mostly presented before an audience,

Hobbies & Interest

When I am not busy developing games or studying for college, I like to play video games or partake in some physical activity such as football!

Gaming



Football/Gym



Awards CERTIFICATE



GALACTIC PROBLEM SOLVER

The NASA International Space Apps Challenge proudly presents this certificate to

piotr warkocki

for outstanding participation and efforts to
solve challenges on Earth and in space

Date
October 7-8, 2023



Dr. Keith Gaddis
Program Scientist, NASA International Space Apps Challenge

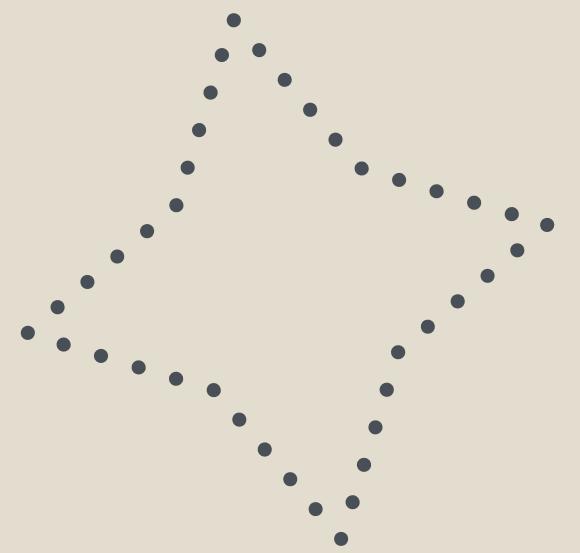


Space Apps
HackAthlon
2nd place
2023

Space Apps
HackAthlon
Participant
2024



Project PORTFOLIO



GamesFleadh 2023

HackAthlon 2023

HackAthlon 2024

College VR project

Project 01

GamesFleadh 2023

The gamesfleadh theme for 2023 was "Endless Runner".

We decided to theme the game around our friends Car, the Yaris.

My main



Project 02

HackAthlone 2023



We took on the challenge called : “Eclipses: Perspective is everything”.

My main task in this project was map design and object placement for functionality purposes.

Goal: VR and 3D immersive experience teaching about solar eclipse cycles.

Project 03

HackAthlone 2024

Our challenge was to “Tell a climate Change Story”.

We created a 3D educational game about animals facing the hardships that climate change brings.

Goal: Educate children through engaging gameplay and informational narration.



Project 04

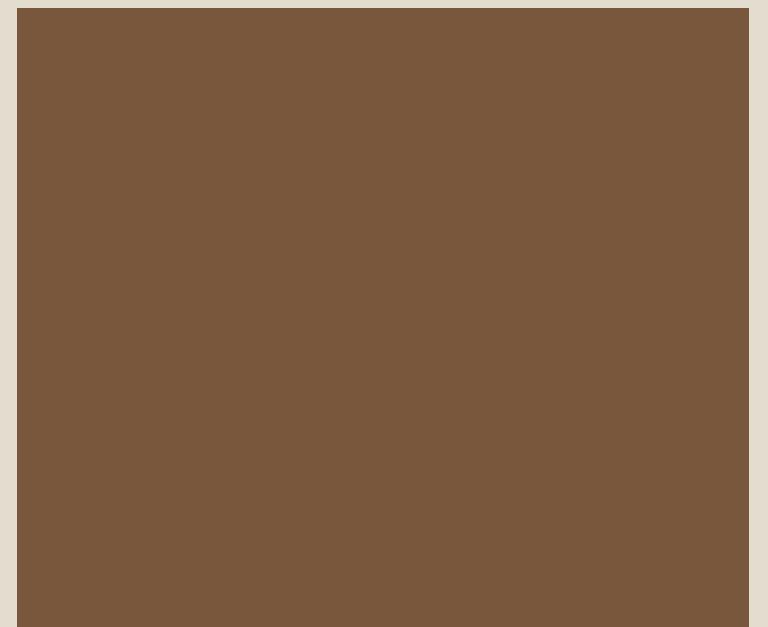


For my 3rd Year VR project, I decided to design my apartment in VR! I designed each room in the house as it would be in real life.

I have implemented a few features that I have learned in my VR classes. Features include: Sockets, IK character, grabbable objects, basic VR movement, etc.



t2



Connect
WITH ME



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