

Piotr Warkocki

# PORTFOLIO

Software Development-VR  
+Gaming Student



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# About Me

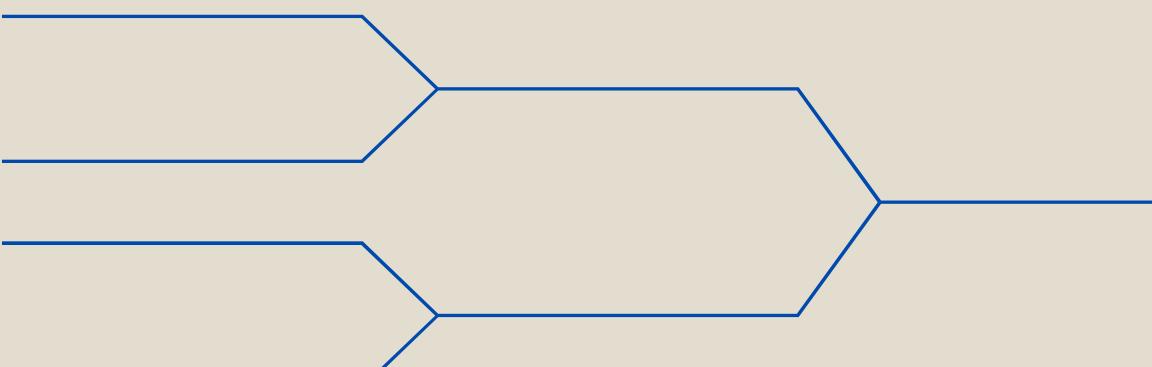
*I am a Software Development Student currently studying in TUS Athlone.*

*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



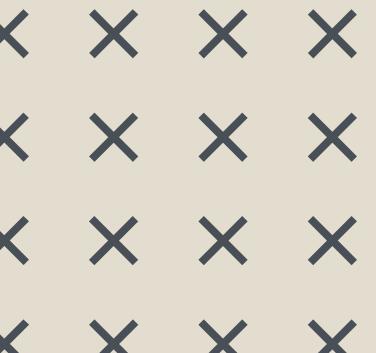
**IPCA 2AI**

Barcelos, Portugal



**Cranial Analysis**

Head Model



# HEADSHAPE INSPECTOR

An Educational Game for Healthcare Professionals

**Purpose:** Trains healthcare professionals and students to diagnose and analyze cranial deformities in infants

## Features:

- Practice and refine diagnostic skills.
- User-friendly interface for a focused learning experience.
- Multiple levels for progressive learning



# SKILL + ABILITIES

## Game Design

*Map creation and Asset Designing*



## Coding

*Various game features coded in C#*



## Creativity

*Ability to think outside the box and create interesting game scenarios*



## Communication

*Ability to communicate ideas and feedback amongst group members*

# 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 or the gym*

## 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

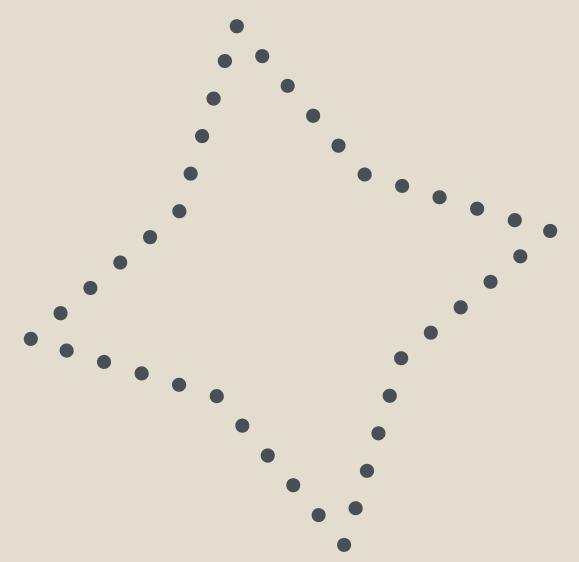


*Space Apps*  
**HackAthlon**  
*2nd place*  
2023

*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 contribution to this project was asset design And UI interfaces.

I also coded some game features: including health system, fuel refulling and highscore



# 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”.

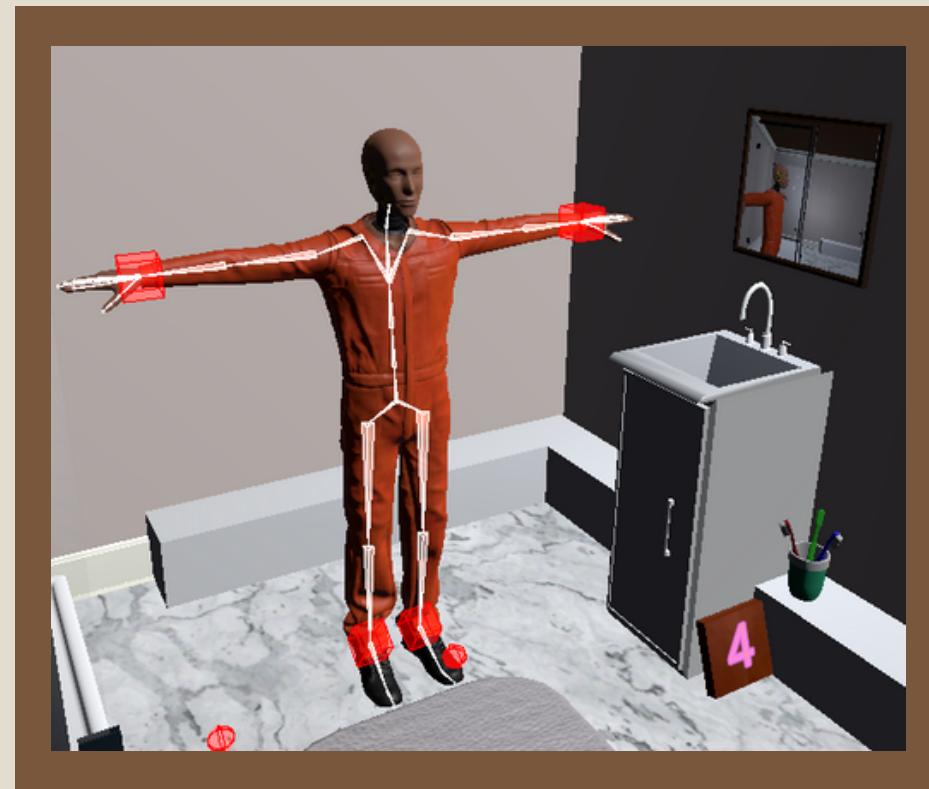
We created a 3D educational game about animals facing the hardships that climate change brings.

Goal: Educate children through engaging gameplay and informational narration.



# Project 04

## VR



For my 3rd Year VR project, I decided to design my apartment in VR!

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.



I designed each room in the house as it would be in real life.



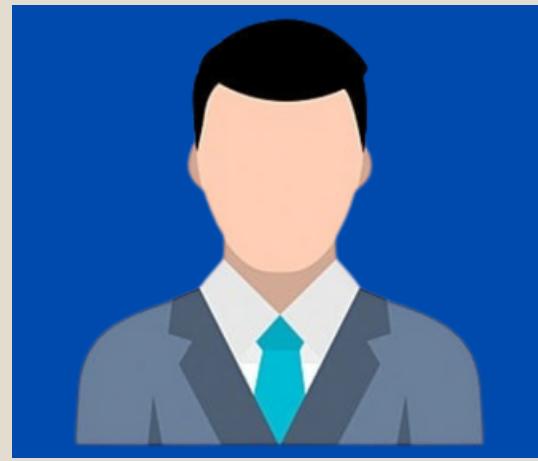
I added challenges for the player to complete such as, find teddies and put dishes back in the sink to simulate real life activities!

# Testimonials

**Helena Torres-**  
researcher at 2AI-  
IPCA



**John Barrett-**  
Lecturer-  
TUS



**Conor Keighrey**



**Martina Curran-**  
Assistniant  
Lecturer-TUS



**Augusto Righetti-**  
Researcher at 2AI-  
IPCA



Connect  
WITH ME



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