**Piotr Warkocki**

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**Professional Summary**

Motivated and creative software developer with a focus on **game development** and **virtual reality**, proficient in **C#** and **Unity**. Experienced in designing immersive and interactive gaming experiences, with a strong ability to solve complex coding challenges. Adept at working both independently and in teams, with excellent communication skills in **English** and **Polish**.

**Education**

**B.Sc. in Software Design (Virtual Reality & Gaming)** 2021 – 2025  
Technological University of the Shannon – Athlone

**Key Skills & Abilities**

**Game Development & Coding**

* Proficient in **C#** and **Unity**, specialising in creating immersive and interactive gaming experiences, with a strong focus on **Virtual Reality** development.
* Experience in **game design**, including creating game assets, UI elements, and sound effects to enhance user engagement.
* Comfortable working with **Java** and **C++**, demonstrating adaptability across various programming languages for software development.

**Problem Solving**

* Skilled at identifying and solving coding challenges by developing efficient, creative solutions. Successfully applied problem-solving techniques during game development projects and software tasks in college.
* Strong ability to troubleshoot and debug, ensuring smooth development cycles and improved performance of gaming projects.

**Communication**

* Effective communicator, collaborating seamlessly with team members during hackathons, group projects, and competitions. Able to articulate ideas, present findings, and work cohesively to achieve project goals.
* Fluent in both **English** and **Polish**, with strong verbal and written communication skills in both languages, aiding in team collaboration and client interactions.

**Creativity & Research**

* Demonstrated creativity in designing games and developing innovative solutions during hackathons and university projects. Adept at producing visually compelling game assets and enhancing gameplay through sound design.
* Strong research skills, conducting thorough analysis to inform design decisions and improve project outcomes, leading to better problem-solving and efficient development processes.

**Determination & Work Ethic**

* Highly motivated and always striving to improve. Committed to delivering high-quality work in every project, with a passion for learning new skills and technologies.
* Embrace challenges as opportunities for growth, demonstrating resilience and dedication to achieving the best results.

**Internships/Professional Experience**

**Software Development Intern** | *2Ai, IPCA – Barcelos, Portugal Feb’24 – Jun’24*  
*(as part of the RUN EU program)*

* Developed an educational medical game aimed at assisting medical students in analysing cranial deformities in infants, enhancing their practical learning experience.
* Collaborated with a multidisciplinary team in agile development, attending regular meetings to ensure alignment with project goals and deadlines.
* Engaged in the entire software development lifecycle, including design, coding, testing, and deployment of the game using industry-standard tools and technologies.
* Conducted user testing and gathered feedback from medical professionals to refine the game, ensuring accuracy and usability.
* Presented progress and project updates to stakeholders and contributed to continuous improvement discussions within the team.

**Chef Assistant|** *Creggan Court Hotel – Athlone*  *Oct’22 – Oct’24*

* Promoted from Kitchen Porter to Chef Assistant, supporting chefs in food preparation and serving customers during busy carvery service, interacting with over **50+** customers daily.
* Trained in fire safety and manual handling, ensuring compliance with health and safety standards.

**Kitchen Porter & Housekeeping** | *Downhill Hotel – Ballina, Co. Mayo* *Summer 2021*

**Kitchen Porter & Housekeeping** |*Twin Trees Hotel – Ballina, Co. Mayo* *Summer 2022*

**Achievements**

**Games Fleadh 2023 – Technological University of the Shannon (TUS)**

* Designed and developed game assets, **UI**, and sound effects to create an immersive and engaging game experience.
* Specialized in **game design** and added depth and realism through custom sound and visual effects, highlighting creative and technical capabilities in game development.
* Showcased proficiency in team collaboration and **Unity game engine**.

**NASA Space Apps Challenge – HackAthlone 2023**  
*Second Place*

* Developed an immersive Virtual Reality experience using **C#** and **Unity** to educate users about solar and lunar eclipses.
* Collaborated with a team to create interactive simulations that enhanced user understanding of celestial phenomena.
* Demonstrated expertise in **virtual reality development** and **software design** under tight deadlines.

**NASA Space Apps Challenge, HackAthlone 2024**

*Participant*

* Competed in the 2024 edition, building on previous experience with new innovative solutions in **Unity** and 3D development.
* Developed an educational narration-based game using **C#** and **Unity** to educate younger audiences about climate change.
* Participated in university hackathons, focusing on both solo and teamwork projects that emphasised software development and **problem-solving** skills.