Wiktoria Aleksandra Kos

Contact

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🏠 København

in https://www.linkedin.com/in/wiktoriakos/

🎮 https://dragnon.itch.io/

🌐 https://redpandagalaxy.github.io/

Professional Skills

- Unreal Engine
  - Unreal C++
  - Blueprints
  - Widgets (UI)
  - Behavior trees

- Unity
  - Unity C#

- Programming languages:
  - C / C++
  - C#
  - Python
  - OpenGL
  - VHDL
  - Assembly

- Game Development:
  - Blender
  - Ren'Py
  - FMOD
  - Concept Art
  - Level Design
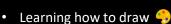
- Agile / Scrum

- Version control (Git)

Languages

- Polish (native)

- English (C2)

Hobbies

- Working with Unreal Engine 🔥
- Having good gym workout 💪
- Eating tasty food 🍣 🍗 🥧
- Reading fantasy books 📚
- Learning how to draw 🎨
- Watching animation 🎞️
- Playing video games 🎮
- Playing DnD 🎲

Profile

Hey,
I am an open-minded, funny person, who is looking to start carrier in games industry!
I enjoy working with Unreal Engine, both at university and in my personal projects. I specialize in game programming and I am proficient in blueprints, git and Unreal C++. I can perform tasks such as gameplay programming, prototyping, AI programming, and UI implementation. Also, I can help with software system design and testing.
I am interested in pursuing game development due to my passion for the industry and the opportunity of working with like-minded!

Education

IT University of Copenhagen (ITU)
Sep 2021 – Jun 2023
Master of Science in Games, Technology Track

National University of Singapore (exchange semester)
Aug 2019 – Dec 2019

University of Southern Denmark (SDU)
Sep 2017 – Feb 2021
Bachelor of Engineering in Mechatronics with profile in Embedded Systems

Experience

Oticon (full-time)
Aug 2023 – present   Location: Smørum, Denmark
- Creating and optimizing build systems in make
- C++ embedded software development
- Manual testing

Oticon (internship)
Sep 2022 – Jun 2023   Location: Smørum, Denmark
- Migrating projects from Perforce to Git (C++)
- Writing unit tests in Gtest framework (C++) and pytest
- Continuous integration (TeamCity)

Siemens Healthineers   Location: Erlangen, Germany
Feb 2020 – Jul 2021
Bachelor Thesis Contract
- Database design and development
- Cross-platform app development and prototyping with Microsoft PowerApps

Projects

Master Thesis – Game feel of playing as non-human character (Unreal Engine 5.0)
- Implement custom character movement state machine in Blueprints
- Design and implement character's abilities
- Research Game Feel

Narrative-driven adventure game — "Amnesty of the Exiled" (Unreal Engine 4.26)
- Design and UI implementation (in-game journal, blueprints)
- Narrative design, concept art, level design, and scripting
- Project management

Rogue-like — "Under the Bed" (Unity)
- Gameplay design and implementation (character controller)
- Sound design and implementation (FMOD and Reaper)

Procedural Lightning Strike Generation (OpenGL)
- Implementation of post-processing effects (bloom, blur)
- Vertex, fragment, and geometry shader

Hello!