Wiktor Manczarski

Game Developer
Software Engineer

ABOUT ME

I'm an austrian software engineer, highly motivated by my interest in technology, software developement and graphic design. I'm offering a versatile but focused skill-set and a balance between creative and analitical qualities. I enjoy learning new technologies, whether it's new software, hardware, a new programming language or library or further additions to my skill-set. I'm always thrilled to put my skills to good use or to learn something new and exciting.

PORTFOLIO

www.wiktorious.at

CONTACT

Schönburgstraße 13/10
1040 Vienna
Austria
Phone : 069913180339
Email : wiktor.manczarski@gmail.com

WORK EXPERIENCES

Jan 2018 – Apr 2018 **Wunderberg – The Tear**
Game Gestalt

My general function in the devlopement of the Wunderberg title was the implementation of some core gameplay mechanics. In turn of being a small team of only mostly 8 people I had the chance to work on several other tasks like shader programming and animation adjustments inside the Unity Engine. I had the to furher polish my experience in Virtual Reality with this title.

Dec 2017 – May 2018 **Internship: Investigating 3D Interaction for Real-World Mixed Reality**
TU Vienna

This internship was part of a research project in the area of augmented reality. The task at hand was to implement a networked solution to combine the tracking space of the HTC Vive + Oculus Rift and the Daqri Smart Glasses to and match those tracking spaces to each other. The goal was to be able to track the Vive or Oculus Controllers inside the Daqri Tracking system.

Sept 2017 - Present **VR & AR Master's Course Tutor**
TU Vienna

I'm helping out the IMS Team in this course by pre-implementing the course assignments in Unity and Unreal Engine and later on grading the Students on completion of those assignments. Furthermore, I'm also giving feedback and helping the students to assure a successful implementation.

Feb 2017 – Nov 2017 **Immersive Deck Internship**
TU Vienna

The main task in the internship was to improve the performance and accuracy of the immersive deck. My primary task was to implement a benchmarking tool to evaluate the current state of the immersive deck in C++. Further tasks were the optimization of image based algorithms and GPU-based implementation of those.

EDUCATION

Feb 2017 – Present

TU Vienna

Medieninformatik (Master)

Feb 2016 – Present

TU Vienna

Medieninformatik & Visual Computing (Bachelor)

Oct 2011 – Aug 2016

TU Vienna

Software & Information Engineering (Bachelor)
Discontinued

Due to the realization that visual computing and 3D graphics are of far greater interest to me, I changed the primary subject of my studies.

Sep 2002 – Jan 2010

Rainergymnasium

AHS MATURA
Real-Gymnasium

FURTHER SKILLS & EXPERIENCE

Unity

I have been developing in Unity for over 5 years already. At the beginning it was out of personal interest but along the way several Job opportunities opened up and allowed me to polish my skills to a very advanced level. I would consider my current strongest points in Unity to be UNET Networking, Virtual Reality, Editor Scripting to extend the Editor itself, and lately I have also gotten deeper into CG and Unity's Shader Programming. General Unity Features like Navmesh ,Lighting, Physics, Particle Systems, etc. are also not new to me and I have also used them extensively but there are still Sub-features that I have only heard about in GDC talks of Tutorials but not implemented or used myself yet.

Unreal

Unreal is quite a new Engine for me and I started learning it myself as the Virtual Reality course at TU Vienna wanted to shift their focus from Unity to Unreal. In turn I had the Opportunity to start learning the Unreal Engine, which I wanted to get into for quite some time. I am still relatively new to this Engine and know only some of the basics and have not gotten into the more advanced features yet. The features I have already tackled are basic C++ and Blueprints and the relationship between them. I have worked with the basic Networking model of Unreal and also worked with Virtual Reality in Unreal. Those are the main Features I have explored until now.