BENEDYKT CIEŚLIŃSKI

GAMEPLAY PROGRAMMER

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PROFILE SUMMARY

I am a 3rd year BA (Hons) Game Development: Programming student specializing in gameplay programming. I have gained experience through working in teams up to 12 people from various disciplines (art, audio, design, animation etc.) in game projects. Furthermore, I have used the Agile workflow with the scrum structure and often had to be flexible in my role to help out the team in many ways. I enjoy working in teams to create new and fun mechanics.

PROGRAMMING

.Net programming	UE Blueprints
C#	C++
CSS	HTML

INDUSTRY SKILL

Version Control (Git)	Microsoft Office
Agile Workflow	Visual Studio

ENGINES

Unity Engine	Unreal Engine

LANGUAGES

Polish – Native	English – Fluent

EDUCATION

BA(Hons) Game Development: Programming   2020 – Present
Falmouth University, England
With a main focus on mimicking industry development process when creating video games, I created games in teams with a big focus on collaboration. Utilizing Agile and version control using Git.

PROJECTS

Bitter Extinction   2021 – 2022
Unity, C# | University project
Implemented UI functionality in form of menus, weapon selection wheel, building mode and added a custom key rebinding system. Created a system managing enemy waves. Implemented game audio and enemy AI. Helped with game and level design.

Deeper   2022
Unity, C# | Personal project
Created random dungeon map generation for each level. Implemented advanced player movement and gun system, both can be upgraded with pickable perks. Incorporated fully functional menus, player HUD and audio. Added ability to save the top score, graphics and audio settings.

Lost Lab   2022
Unity, C# | University project
Recreated a scanner mechanic able of displaying up to 80 million points using C# and VFX Graph. Added the ability to customize individual points by using a custom struct to hold data of each point and a graphics buffer to send that data to the shader. This project required me to quickly adapt and learn new tools.