

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

ENGINES

Unity Engine	Unreal Engine
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INDUSTRY SKILL

Version Control (Git)	Microsoft Office
Agile Workflow	Visual Studio

LANGUAGES

Polish – Native	English – Fluent
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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.

BeQuiet

2020

Unity, C# | University project

Using Arduino I created a custom controller which allows the player to move in game using a torch. The controller has a built in microphone to detect player noise that can alert the in game enemy as well as a LED light that shows how close the enemy is to the player. The game also has keyboard controls.