BENEDYKT CIEŚLIŃSKI

GAMEPLAY PROGRAMMER

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PROFILE SUMMARY

I am a professional gameplay programmer with a BA (Hons) in Game Development and industry experience. I have successfully collaborated with multidisciplinary teams which include artists, audio engineers, designers, and animators, on various game projects. My experience includes working with Unity, C#, and ECS, as well as using Jira, Confluence, and Perforce/Git for version control. 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 am always keen on learning new things and work in teams to deliver new and fun mechanics.

PROGRAMMING

C# (OOP/ ECS)   C++

ENGINES

Unity Engine   Unreal Engine

INDUSTRY SKILL

Git/Perforce   Visual Studio/Rider
Confluence   Jira/Liquid planner

LANGUAGES

Polish – Native
English – Fluent

EDUCATION

BA(Hons) Game Development: Programming   2020 – 2023

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.

EXPERIENCE

Robocraft 2   2023 – 2025

Unity, ECS/DOTS | Freejam

- Used Svelto ECS (C#) to create complex gameplay systems based on provided design documentation.
- Implemented Visual Scripting to allow Designers to create gameplay logic for a new PvE gamemode.
- Created currency exchange where players can build and destroy blocks, integrated with backend requests. Implemented UI and prefab animations.
- Entity Conversion System allowing in scene based prefabs to be converted into ECS entities.
- General optimisations (improved destruction performance, added machine pooling, and many more)
- Implemented buying and sending gifts (in-game shop).
- Amongst many other things.

Survival Of The Cutest   2022–2023

Unreal Engine 5.1, Blueprints | University project

As part of a 12 person team I have implemented functional UI in the form on main menus and player HUD. I also developed the player movement and camera controller, including camera shake. In addition to that I have designed and implemented all AI characters using behaviour trees. I also helped implement animations and audio into the project.

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.