

BENEDYKT CIEŚLIŃSKI

GAMEPLAY PROGRAMMER

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PROFILE SUMMARY

I am a 3rd year BA(Hons) Game Development: Programming student specializing in gameplay programmer. I have gained experience through working in teams up to 12 people from various disciplines (art, audio, design, programming etc.) creating video games. 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 with designers to implement new and fun mechanics, and I strive to become a gameplay developer.

PROGRAMMING

.Net programming UE Blueprints
C# HTML
CSS

ENGINES

Unity Engine Unreal Engine

INDUSTRY SKILL

Version Control (Git) Microsoft Office
Agile Workflow Visual Studio

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 have learned a lot about programming, collaborating with other disciplines and being flexible. While working in teams, we utilized Agile workflow 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. Helped with game and level design.

Deeper

Unity, C# | Personal project

2022

Created random dungeon map generation for each level. Advanced movement and gun system with upgrades.

BeQuiet

Unity, C# | University project

2020

Using Arduino created a custom controller which allows the player to move in game using a flashlight with included sound detection to alert the in game enemy.