BENEDYKT CIEŚLIŃSKI

GAMEPLAY PROGRAMMER

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PROFILE SUMMARY

I'm a gameplay programmer with a BA (Hons) in Game Development and industry experience. I've collaborated with multidisciplinary teams using Unity, C#, ECS, and tools like Jira, Git, and Perforce. Additionally, I have experience working in Unreal Engine, utilizing C++ to implement gameplay systems and optimize performance. Experienced in Agile workflows, I'm passionate about learning and delivering creative, engaging game mechanics.

SKILLS

Engines: Unity, Unreal Engine (C++ & BP)

Industry Tools: Git, Perforce, Confluence, Jira, Visual Studio, Rider

Programming Languages: C# (OOP, ECS), C++

Additional Skills: Agile (Scrum), Performance Optimization, Visual Scripting, Multiplayer Systems, UI Development, AI (Behavior Trees)

EXPERIENCE

Robocraft 2 2023 - 2025
Unity, ECS/DOTS | Freejam

- Used Svelto ECS (C#) to create complex gameplay systems based on provided design documentation.
- Using Unity Jobs System to implement multi-threaded code.
- 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).

Survival Of The Cutest 2022-2023
Unreal Engine 5.1, Blueprints | University project

- Implemented UI, including main menus and player HUD.
- Developed player movement and camera controller, including features such as camera shake.
- Designed and implemented all AI characters using behavior trees.
- Assisted in integrating animations into the project.
- Contributed to the implementation of audio within the project.

Lost Lab 2022
Unity, C# | UE5, C++ | University project

- Recreated a scanner mechanic capable of displaying up to 80 million points using C# and VFX Graph.
- Added functionality to customize individual points by utilizing a custom struct to hold data for each point and a graphics buffer to send that data to the shader.
- Ported the project to UE5 using C++ and Niagara VFX System.
- Demonstrated adaptability and quick learning by mastering new tools required for the project.

EDUCATION

BA(Hons) Game Development: Programming | First- Class Honours 2020 - 2023
Falmouth University, Penryn, 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.