Benedykt Cieslinski

Gameplay Programmer

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Profile

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 (C#, OOP, ECS)
Unreal Engine (C++, Blueprints)

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

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

Professional Experience

Generalist Programmer, *Freejam*
2023 – 2025 | Portsmouth, UK

- 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).

Projects

Lost Lab, *Unity C# | UE5 C++*

- 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.

Survival Of The Cutest, *UE5 BP*

- 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

Education

Game Development : Programming, *Falmouth University*
2020 – 2023 | Falmouth, UK
Finished with First Class Honours.
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 while expanding my skills in C# and C++.