✉ dan.smulko@gmail.com

🌐 smailikhappy.github.io

in linkedin.com/in/dan-smulko

smailikhappy

Skills

C++ (3 years)
Unreal Engine (2 years)
Version control (Git / P4)
Graphics (OpenGL, AGC, DX12)

Education

Creative Media and Game Technologies - BSc

Breda University of Applied Sciences (2022 - est. 2026)

Software

GitHub
Perforce
Unreal Engine
Unity
Blender
Adobe Photoshop / Illustrator

Expertise

Graphics programming
Game programming
Console programming
Unreal programming

Languages

English   Latvian
Russian   Polish

DANIEL SMULKO

GAME PROGRAMMING STUDENT

About Me

I am a student of Breda University of Applied Sciences, focusing on engine development, graphics programming and XR technologies.
Currently, looking for internships.

Experience

Breda University - game dev course

Nov 2024 - est. June 2025
Gameplay & Tools programmer
(Team) Katharsi - puzzle game (in development)
- Light beam as a game mechanic
- Slime mold tool for artists
- *Work in progress*

Sept 2024 - Nov 2024
Graphics programmer
(Solo) Dynamic wetness
- Tool that renders dynamic wetness spots on the surfaces

May 2024 - July 2024
Gameplay programmer / Technical support
(Team) River Tale - game on VP stage
- Set up universities XR stage for Unreal project
- Configured Vive tracking to control in game objects
- Some gameplay mechanics

Feb 2024 - Apr 2024
Engine programmer
(Team) Custom cross-platform game engine
- Variance shadow mapping on both OpenGL and AGC
- Contributed to blender plugin (blender as level editor)

Sept 2023 - Jan 2024
Graphics programmer
(Solo) Deferred renderer with PBR on PS5
- Coded on low-level graphics API - Prospero
- Researched and implemented PBR and normal mapping
- Researched and implemented deferred lighting

Apr 2023 - June 2023
Gameplay & Tools programmer
(Team) Backyard Chickens - arcade game
- Coded a world grid and made a simple tool for designers to customize it
- Created some materials
- Contributed to gameplay algorithms in C++