DANIEL SMULKO

GRAPHICS PROGRAMMER

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🌐 smailikhappy.github.io

Education

BA Creative Media and Game Technologies

Breda University of Applied Sciences (2022 - present)

Languages

English	Latvian
Russian	Polish

About Me

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

Experience

Nov 2024 - present

(Team) Disaster - a puzzle game *(in development)*

- Just started the development

Sept 2024 - Nov 2024

(Solo) Dynamic wetness

- Researched Unreal rendering pipeline and created custom render pass
- Render a full-screen mask that marks wet-spots

May 2024 - July 2024

(Team) River tale - game on VP stage

- Set up the university's XR stage for Unreal project
- Configured Vive tracking to control in game objects

Feb 2024 - Apr 2024

(Team) Custom cross-platform game engine

- Made shadows using variance shadow mapping technique on Windows and PS5 platforms.
- Contributed to blender plugin

Sep 2023 - Jan 2024

(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 - Jun 2023

(Team) Backyard Chickens - Unreal game

- Coded a world grid and made tools for designers to customize it
- Created custom materials
- Contributed to gameplay algorithms in C++

SOFTWARE

- GitHub
- Perforce
- Unreal Engine
- Unity
- Blender
- Adobe Photoshop / Illustrator

EXPERTISE

- Graphics programming
- Game programming
- Console programming
- Unreal programming
- New technology researching