



☎ +371 25 881 300

✉ dan.smulko@gmail.com

🌐 smailikhappy.github.io

Education

*BA Creative Media and
Game Technologies*

Breda University of Applied Sciences
(2022 - present)

Languages

English	Latvian
Russian	Polish

DANIEL SMULKO

GAME PROGRAMMER

About Me

I am a student of Breda University of Applied Sciences, focusing on engine development, graphics programming and virtual production technologies. I am passionate about virtual production technologies, graphics algorithms and optimization.

Experience

● May 2024 - Present

(Team) River tale - project on XR stage

- Set up the university's XR stage for Unreal project
- Configured Vive tracking for physical 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++
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