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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

DANIELS 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++