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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++

SOFTWARE

- GitHub
- Perforce
- Unreal Engine
- Unity
- Blender
- Adobe Photoshop / Premier / Illustrator
- Magix Vegas

EXPERTISE

- Graphics programming
- Game programming
- New technology researching