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## Education

*Creative Media and Game Technologies - BSc*

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

## Languages

English    Latvian
Russian    Polish

## Skills

Version control (Git / P4)
Programming (mainly C++)
Game engines (mainly Unreal)
Graphics (OpenGL, AGC, DX12)

# 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 internship.

## Experience

*Nov 2024 - est. June 2025*
### Gameplay & Tools programmer
*(Team) Katharsi - puzzle game (in development)*
- Light beam game and puzzle mechanic
- *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++

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

### EXPERTISE
- Graphics programming
- Game programming
- Console programming
- Unreal programming