Wiktor Janik

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# Profile / Summary

Final year BSc (Hons) Computer Games Development student at Staffordshire University.

Programming is something I’ve been very passionate about ever since making my very first “Hello World” program; it’s something which I can look forward to doing and enjoy getting better at. It never fails to motivate me when I finally see a project come to life after spending multiple hours on developing it as it feels just as rewarding no matter how many times It happens.

During my studies, I have been continuously improving my skills through the development of group, personal and passion projects - my favourites of which are the games I developed during my placement, a multiplayer game project I made recently, and my final year project which I am currently working on. All of which can be viewed on my [portfolio](https://wedgemanwik.github.io/).

My main interests in games development are AI and Gameplay Programming. These are the roles I am looking to get into when applying for a job. However, I enjoy all aspects of games development and am open to suggestions.

# Achievements

## TIGA Games Awards 2023

### MechHead – Winner of the TIGA Best Arcade Game Award 2023

MechHead is a group project which I took part in during Staffordshire University’s 1UP Placement Scheme. For the development of this project, I was placed in the Tech department, where I got to implement various systems such as the enemy AI, score and respawn mechanics, some player movement mechanics and many more.

### Mental Block – Shortlisted for the TIGA Best Puzzle Game Award 2023

Mental Block is another group project which I took part in during Staffordshire University’s 1UP Placement Scheme. For the development of this project, I took part in both the Tech team and Design team and was able to help implement tools for placing in and programming enemy AI’s movements in the level making editor, exporting and importing levels into the game, and other various tools in the level editor which would help the designers with the level building.

# Technical Skills and Best Qualities

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| --- | --- |
| * C++ * C# * Unreal Engine * Unity * GitHub | * Teamwork * Communication * Problem solving * Mathematical skills * Polish Speaking * Positive Attitude |

# Education

## Computer Games Development BSc (Hons) – Qualification in Progress

Staffordshire University (2021 - 2024)

Modules included in C++, C# and Engine programming, Multiplayer games development, AI, Concurrent Network Applications, Mobile Games Development

## A Level

The Sixth Form Colchester

Mathematics – A\* | Further Mathematics – A | Computer Science – A | Accounting - A

# Employment

|  |  |
| --- | --- |
| **Game Programmer – Full time**  **Unitemps Staffordshire University** | June 2023 – July 2023  During this job, I learnt a lot about project management and communication between different departments such as Art, Design and Tech, as well as a lot of valuable experience in teamworking. My favourite part of it was sharing skills and strengths with my other co-workers to accomplish our tasks. |
| **Kitchen Staff – Full Time**  **Burger King** | June 2021 – June 2022  Making people feel like they are not “just another customer”, making sure they are satisfied with their experience, and grinning with a big smile on their face was the best experience I gained from this job. I was able to learn how to react to new/difficult situations daily and help make the customer’s day. |
| **Crew Member – Part Time**  **McDonald’s** | June 2022 – present  This is the current job at which I am working during my time at university. Even still after working here for almost two years I am improving skills such as multi-tasking, time-management, communication and listening skills. |

# Hobbies and Interests

Some of my other hobbies and interests apart from gaming include rock climbing, exercising at the gym, and playing guitar. These are things which I love to do in my spare time.

Rock climbing allows me to connect with my friends, and by sharing our ideas and solutions for a particular route which we’re each finding difficult, we can try and come up with a solution for how to conquer a difficult course. The social collaboration and interaction, excitement of finally being able to climb a difficult route and finish it, and the physical challenge are what makes it so fun.

Exercise at the gym helps me to relax and relieve stress, as well as improve my physical strength. Setting goals and deadlines, as well as going consistently every week is what helps me discipline myself and make sure I stick to a good routine. Additionally, seeing improvement over the months is a real reward for the hard work – and proves to me that it’s worth it.

Playing the guitar is something that helps me with my creativity – it’s something chill that doesn’t take too much time and I can fit in-between big, time-consuming tasks. I usually use it as a break whenever I’m doing coursework for multiple hours or some other brain demanding task.

References available upon request.