Wiktor Janik

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# Profile / Summary

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

Ever since writing my first “Hello world” in Python in my first year 9 Computer Science class, I’ve been passionate to improve and have been learning about programming games in engines such as Unity and Unreal Engine. Eventually, I came to Staffordshire University to build my skills further with the goal of joining the games industry. 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.

# Achievements & Projects

## Placement Projects at Unitemps

MechHead – Winner of the TIGA Best Arcade Game Award 2023

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

## University Projects

Realm Warriors – Multiplayer Co-op Game

Final Year Project - 3D Vertical Pathfinding algorithm with jumping mechanics

# Technical Skills

C++, C#, Unreal Engine, Unity, Visual Studio, Rider, GitHub

# 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, 6-week summer placement 2023.

# Hobbies & Interests

Rock Climbing, Weight Training, Playing Guitar

**References Available upon request.**