

Bartosz Ankiel

Games Programmer

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Introduction

Student aspiring to get into the games industry, regarded by peers as friendly and cooperative. Imaginative and creative. problem solver. Excited to experiment with new technology and software. C++ and C# proficient, with some experience in Python. Passionate about RPG's, character design and tailoring player experience.

Software proficiency

C#, C++, Unity, Unreal Engine 4 (including blueprint usage), GitHub, Visual Studio, Visual Studio Code, Python.

Skills

- Good communication with co-workers in a group. Took charge as the manager of the group, making sure everyone's opinion was considered and making decisions on the direction of the game. Also took charge of programming the UI and the gameplay of the game.
- Game maker, specialising in Unity and Unreal Engine, and novice 3D character modeller in Blender.
- Able to coordinate and organise other people, proven by running D&D games and organising and running a Super Smash Bros. Ultimate tournament at university.
- Fluent in both English and Polish.

Interests

Role-playing, voice acting, creating original characters and worlds, discovering and experimenting with new software and technology (e.g. new game engines, VR), partaking in gaming conventions and meet-ups (e.g. Insomnia and EGX), watching, participating and organising esports tournaments.

Education History



Computer Games Programming

University of Gloucestershire
09.2021 - present

Modules of interest:

- Games Production
- Programming Games Architecture
- Experimental Games



New College Swindon
09.2018 - 06.2021

- A-Level Mathematics, Physics, Computer Science and Polish
- CTEC Engineering
- GCSE, including English and Maths

Work Experience



Barista | Costa Coffee

Great Western Hospital, Swindon

August 2019 to January 2020

- Gained confidence in conversations
- Gained customer service experience