

Krzysztof Piskorski

Age: 22



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Address
Wrocław, Królewiecka



Education
IT technician
ZSE Gniezno

Socials



GitHub
@atkki



Resume with previews
<https://resume.kki.ovh>

Languages



Polish
Native



English
C1: reading
B1: speaking, writing

Technical skills

- C++14
- Scripting: Lua, JS (ES6), TypeScript
- Unreal Engine 5
- CI / CD, Linux knowledge
- Version control, Git
- Audio engineering, music production

[PREVIEW](#)

Soft skills

- Team player
- Responsible
- Resistant to stress
- Creative
- Fast learning
- Aesthetic sense
- Emotionally intelligent

Profile

Self-taught programmer with flexible skillset and artistic background. Dedicating career towards commercial game development and most passionate in this industry after trying other IT directions. Backed by running a successful gamedev-related business. Engaging easily into new projects, currently focused on mastering modern C++. Interested in contributing to gaming projects and learning from experienced teams.

Experience

03.2021 - now Remote



Harmony Solutions sp. z o.o.

Junior Fullstack Developer, company owner, full-time

Developing and managing MMO game servers for Grand Theft Auto multiplayer mods. 72,000 player accounts, ~1500 unique players weekly peak, +100,000 hours played.

- **Business**
 - ~120,000 PLN net income in 2021 by F2P monetization
- **Gamedev**
 - Economy and gameplay design, basic vector / matrix math, UDP networking, Lua scripting, HLSL shaders
- **Webdev**
 - Node.js / MySQL / GraphQL server backend, React.js / Tailwind frontend, Cloud deployment
- **Devops**
 - Linux knowledge, infrastructure planning, DDoS mitigation, build pipelines using GitHub Actions and Cloudflare Pages, backup management, Docker containerization
- **Soft skills**
 - Entrepreneurial & tax law knowledge, team management, conflict resolutions

Projects



Procedural cartoon race

<https://github.com/atkki/ue5-racetrack>

[PREVIEW](#)

Based on Unreal Engine 5, using C++ and Blueprints.

- Procedurally generated race track with environment, customizable through Unreal editor
- Source code only due to use of copyrighted assets
- Unreal Engine features learned from project: mixing C++ with Blueprints, generating configurable game content by editor, vehicle art setup with physics tweaking, sound cues, vector math, instanced meshes, LOD setup
- C++ features used in project: type aliases, polymorphism, casting, smart pointers, array and map containers, inline functions, initializer lists

Previews at <https://resume.kki.ovh>

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).