

# Krzysztof Piskorski

Age: 22



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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](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>

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