

Krzysztof Piskorski

Age: 22



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Wrocław, Królewiecka



Education
IT technician
ZSE Gniezno

Socials



GitHub
@atkki



Web resume
<https://resume.kki.ovh>

Languages



Polish
Native



English
C1: reading
B1: speaking, writing

Technical skills

- C++14, CMake, Conan
- Lua
- JavaScript (ES10), Node.js, TypeScript
- CI / CD (GitHub Actions)
- Linux, Docker
- Apache2, nginx
- MySQL, MariaDB, MongoDB
- Version control, Git
- Jira (basic), Trello
- Scrum / Agile (theoretical)

Soft skills

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

Profile

Self-taught programmer with flexible skillset.
Most passionate in game industry after trying other IT directions.
Specialized in modern web technologies, interested in low-level programming concepts and DevOps practices.
Backed by running business related with game development.
Engaging easily into new projects, quickly acquiring skills, communicative and self-organized.

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. 75,000 player accounts, +100,000 hours played.

Gamedev

- Economy and gameplay design, basic vector / matrix math, UDP networking, Lua scripting (~250,000 LOC), HLSL shaders

Webdev

- FFmpeg microservice for video -> audio conversion. (S3 storage, Node.js streams)
- Integrations of payment gateways. (Bank transfers, BLIK, PayPal, PaySafeCard)
- Helpdesk software for communication between players and staff with realtime chat. (TypeScript, React.js, TailwindCSS, Web sockets)
- Internal event loop / exception monitor for Node.js apps. (Sentry like, TypeScript)
- UDP-based game server for real-time gameplay handling ~100,000 packets/sec. (TypeScript, Redis, JWT tokens, Node.js workers, data compression, microservices)
- User control panel. (TypeScript, React.js, Vite, TailwindCSS, Prisma/Apollo/GraphQL, MySQL, AWS SDK)

DevOps

- Linux knowledge, basic infrastructure planning, build pipelines using GitHub Actions and Cloudflare Pages, backup management, Docker containerization, reverse proxies, firewall configuration and DDoS mitigation, performance tweaking of HTTP / MySQL servers.

Business

- ~300,000 PLN total net income by F2P monetization.

Soft skills

- Entrepreneurial & tax law knowledge, team management, conflict resolutions, waterfall development process.

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. Prototype of "endless run" game.
- C++ features used in project: type aliases, polymorphism, casting, smart pointers, array and map containers, inline functions, initializer lists