Krzysztof Piskorski

Age: 22

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Address
Wrocław, Królewiecka

Education
IT technician
ZSE Gniezno

Socials

GitHub
@atkki

Interactive resume (screenshots, videos)
https://kki.ovh/resume

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

About me

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Experience

03.2021 – now 📍 Remote

Harmony Solutions sp. z o.o.
Junior Fullstack Developer, company owner

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 & 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 filtering, build pipelines using GitHub Actions and Cloudflare Pages, backup management, Docker containerization
- **Soft skills**
  Entrepreneurial & tax law knowledge, team management, conflict resolution

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 editor
- Source code only due to use of copyrighted assets
- Features learned from project: mixing C++ with Blueprints, generating configurable game content by editor, vehicle art setup & physics tweaking, sound cues, vector math, instanced meshes

Check **https://kki.ovh/resume** for previews.