

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 open mind, flexible skillset and artistic soul. Backed by running a successful gamedev-related business. Engaging easily in new projects, currently focused on mastering modern C++. Passionate on contributing to gaming projects and learning the industry from experienced teams. Dedicating my career towards commercial game development after exploring other IT directions.

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 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
- 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>