

MACIEJ DROŹDŹ

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JOB EXPERIENCE

TheFarm51 JULY 2017 - NOW

C++ Game developer

Develop gameplay features for WorldWar3 project C++ UE4 wwise

Develop and maintain tool for code injection C#

Develop AUGOT project bgfx C++

Develop .dll library for communication between Ue4-WW3 and AUGOT project C++

Develop web API for WW3 project js mongodb node.js

Support moving game servers to linux OS C++

Techland MARCH 2017

C++ Technology Department- Internship

Maintain and develop internal tool C#

Develop new feature for proprietary game engine C++

GamePistols NOVEMBER - DECEMBER 2017

C++ Game developer

Refactor legacy codebase cocos2d-x C++

Develop new features for second game edition cocos2d-x C++

YoungMedia JUNE - JULY 2016

Generalist Programmer

Maintain already deployed web applications PHP

Develop racing game Unity3d C#

Develop new web applications wordpress laravel PHP

SIDE PROJECTS

SOLAR GAME

Game made in 3 days for ue4 summer game jam 2019:

<https://solar-productions.itch.io/solar>

FUNKY ENGINE

Game engine written in C++17 from scratch

Documented using doxygen

Custom allocator

Dx11 rendering

Opengl rendering

CAREER INTERESTS

C++ templates

Optimization

Efficient memory management

Multithreading

Hardware accelerated rendering