

Marek Slezáček

Gameplay programmer

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SUMMARY

Highly motivated Junior Gameplay Programmer with strong foundation in C# and Unity. Focused on developing clean, scalable, and manageable codebases by applying architectural patterns like the Mediator and Event Channels. Proven ability to engineer specialized systems, including raycasting-based vehicle physics and complex event-driven stat systems. Eager to apply a systemic perspective and strong problem-solving skills to contribute immediately to a dynamic development team.

EDUCATION

Master's degree in Visual Informatics

Masaryk University (FI MUNI) | Brno, Czech Republic
Expected graduation: 2027

Bachelor's degree in Informatics

Masaryk University (FI MUNI) | Brno, Czech Republic
Graduation: 2024

PROJECTS

The King of Blackjack

- Engineered a flexible, Extensible Card Effect System utilizing the Mediator Architecture pattern and Scriptable Objects to decouple effects logic and allow any combination of effects (e.g., AOE, on-kill, spread)
- Authored the Player Controller component, integrating existing state machine logic to manage complex player actions (e.g., jumping, sliding)
- Implemented custom reliable ground check to enable actions like double jump and sliding regardless of terrain geometry
- Developed and integrated core HP and Damage (DMG) systems along with a flexible player Stats and Modifiers system, using the Mediator Architecture to handle complex card-based status effects
- Worked within a three-person development team

Flowerphobia

- Delivered a functional first-person game prototype within a 72-hour game jam
- Collaborated effectively with a three-person team to scope the project and integrate assets rapidly, successfully utilizing Git for parallel development under strict deadline
- Integrated a pre-existing First-Person Character Controller and Effect System from prior project to fit the mechanics of the game
- Authored the game logic for the Gnome Pickup and Flower Destruction mechanics, managing the flow of interaction and event triggering upon player actions.

Short trip [Technical demo] (Solo project)

- Developed a custom vehicle physics system based on raycasting to create highly customizable, stylized vehicle controls
- Engineered modular Quest and Inventory systems leveraging Scriptable Objects for data management and a Decoupled Event Channel Architecture for inter-component communication, adhering strictly to OOP principles and applying architecture lessons learned from prior projects (e.g., The King of Blackjack) to enhance system maintainability and extensibility
- Integrated the Ink scripting language, implementing the necessary C# logic to select and display state-driven dialogue based on the current quest status (e.g., waiting, ready to submit) received from the Quest System.

Board game: Čechácci

- Gained practical expertise in iterative game design, rule balancing, and user experience (UX) evaluation
- Collaborated with a three-person team to successfully bring a physical party card game to market
- Achieved significant success via a Startovač campaign, reaching 251% of the funding goal

SKILLS

- C#, OpenGL, GLSL, Python, C++, C, Java, HTML
- Unity, Git, Rider, Blender, Ink scripting language
- Czech (native), English (C1)