

Marek Slezáček

Gameplay programmer

 marekslezacek02@gmail.com

 +420 777 478 126

 <https://mslezacek.github.io>

 Brno, Czechia

SUMMARY

Motivated Junior Gameplay Programmer specializing in C# and Unity with a core focus on clean, scalable, and manageable system architecture. Skilled in applying advanced patterns like the Mediator and Event Channels to engineer specialized and robust gameplay systems. Eager to leverage strong problem-solving skills and a systemic perspective within a dynamic 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 and Scriptable Objects to decouple effects logic for complex card combinations (e.g., AOE, on-kill)
- Authored the Player Controller component and implemented a custom, reliable ground check logic to enable complex actions like double jump and sliding across varied terrain
- Developed and integrated core HP/Damage and flexible Stats/Modifiers systems, applying 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)

- Engineered a custom vehicle physics system based on raycasting for stylized and customizable controls
- Developed modular Quest and Inventory systems leveraging Scriptable Objects and a Decoupled Event Channel for better maintainability and extensibility
- Integrated the Ink scripting language, implementing C# logic to select and display state-driven dialogue based on current quest status

Bachelor's thesis: Surfel-Based Global Illumination in WebGPU

- Explored the advantages and implementation challenges of Surfel-Based GI, utilizing the WebGPU framework
- Developed the system in C++, gaining strong understanding of real-time rendering pipelines and low-level optimization

Board game: Čecháčci

- 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 crowdfunding campaign at Startovač, reaching 251% of the funding goal

SKILLS

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