

Marcin Biegun

SOFTWARE ENGINEER
3D GENERALIST

PERSONAL INFO

Email: marcin@mm.st

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GAME DEV SKILLS

C++, C#, Python, HLSL, GLSL

Unreal Engine 5, Unity 3D

TECH ART SKILLS

Houdini, Blender

TouchDesigner, Notch, Resolume

WEB DEV SKILLS

Ruby, JavaScript, Elixir, Go

SQL, GraphQL

React, React Native

Linux servers

EDUCATION

- (incomplete) Earned 55 ECTS credits towards a Master's Degree in Macro-Field of Study in Robotics, Electronics and Information, and Communication Technologies (Silesian University of Technology, 2007, Gliwice)
- Upper secondary education diploma, specialisation in Mathematics and Computer Science (Frycz Modrzewski II High School, Rybnik, 2004)

SUMMARY

I'm a software engineer generalist with over a decade of experience. My main area of interest are interactive applications utilising latest advancements in 3D graphics.

My favourite tool is Unreal Engine 5. To this day I have 2 years of experience working full time as an Unreal / C++ developer, with focus on gameplay features and engine tools.

To complement the realtime nature of gameplay engines I work with a 3D graphics suite Houdini which is a perfect fit for offline kind of work: preparing models and textures, optimising assets, baking simulations, and procedural content generation.

GAME DEV EXPERIENCE

ANSHAR STUDIOS, KATOWICE

(2020 — 2022)

UNREAL ENGINE 5 C++ DEVELOPER

- Worked on a Unreal Engine 5 remake of a critically acclaimed horror game Layers of Fear
- Developed gameplay features and VFX systems
- Created engine tools for game designers
- Used AutomationTool to integrate automated performance tests to run daily on CI

SPACE CAT LABS, KRAKÓW

(2018 — PRESENT)

CREATIVE TECHNOLOGIST, FOUNDER

- Built and operated interactive installations for EDM music events

WEB DEV EXPERIENCE

FREELANCE WORK, REMOTE

(2018 — 2020)

SENIOR FULL-STACK DEVELOPER

- Developed a large scale system for balancing power grids (Enbala, 2020)
- Built C++ extensions for a media server (Software Mansion, 2019)
- Built a data processing pipeline (Contractbook, 2019)
- Lead a team of developers (Social Drug Policy Initiative, 2018)
- Rebuilt a web-based graphic design application (RelayThat, 2016)

BASE CRM, KRAKÓW

(ACQUIRED BY ZENDESK IN 2018)

(2012 — 2016)

SENIOR SOFTWARE ENGINEER

- Delivered features in a big scale multi-service environment, as a part of large (100+ engineers) organisation
- Lead a few projects through full software development life cycle
- Lead a company-wide localisation effort

SOCIAL BICYCLES, KRAKÓW

(ACQUIRED BY UBER IN 2018)

(2010 — 2012)

JUNIOR DEVELOPER

- Developed early version of a bike sharing platform