

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 in field of Mathematics and Computer Science (Frycz Modrzewski II High School, Rybnik, 2004)

SUMMARY

I'm a software engineer generalist with 12 years 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, focusing on gameplay features and engine tools.

To complement the realtime nature of gameplay engines I work with a 3d graphics suite Houdini which is 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

(2 YEARS)

UNREAL ENGINE 5 C++ DEVELOPER

2022

- Worked on a remake of critically acclaimed horror game Layers of Fear in Unreal Engine 5

2021

- Developed gameplay features and VFX systems

2020

- Created engine tools for game designers

2019

- Used AutomationTool to integrate automated performance tests to run daily on CI

2018

SPACE CAT LABS, KRAKÓW

(ONGOING)

CREATIVE TECHNOLOGIST, FOUNDER

2017

- Created video performances for club partie

2016

- Built and operated interactive installation

2015

WEB DEV EXPERIENCE

FREELANCE WORK, REMOTE

SENIOR FULL-STACK DEVELOPER

- Worked on a large scale Elixir / Erlang OTP application for balancing power grids (Enbala, 2020)

- Built C++ extensions for Elixir / Erlang OTP media server (Software Mansion, 2019)

- Built a data processing pipeline (Contractbook, 2019)

- Designed a mobile app, lead a small 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)

SENIOR SOFTWARE ENGINEER

2014

2013

- Delivered features in a big scale multi-service environment, as a part of large (100+ engineers) organisation

2012

- Lead a few projects through full software development life cycle

2011

- Lead a company-wide localisation effort

2010

SOCIAL BICYCLES, KRAKÓW

(ACQUIRED BY UBER IN 2018)

JUNIOR DEVELOPER

2009

- Developed an early version of bike sharing platform.