Marcin Biegun

SOFTWARE ENGINEER
3D GENERALIST

PERSONAL INFO

Email: marcin@spacecatlabs.com

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LinekdIn: linkedin.com/in/mabiegun

GAMEDEV SKILLS

Unreal Engine 5, Unity 3D
C++, C#, HLSL, GLSL
Python

TECHART SKILLS

Houdini, Blender
TouchDesigner, Notch Builder,
Resolume

WEBDEV 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 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.

GAMEDEV EXPERIENCE

PANDUIT (REMOTE)
2023 — PRESENT
UNREAL ENGINE C++ DEVELOPER
- Developed an Unreal Engine industrial data-center planning application

- Lead the dev team, managed tasks and specs, set up dev infrastructure

FREELANCE (REMOTE)
2022 — PRESENT
UNREAL ENGINE C++ DEVELOPER
- Gameplay programming in VR game for Oculus Quest 2 based in Wallace and Gromit universe (NoGhost, 2022)

- Created an XR web application with Unreal Engine pixel streaming backend (NoGhost, 2023)

ANSHAR STUDIOS (KATOWICE)
2020 — 2021
UNREAL ENGINE 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
FOUNDER, CREATIVE TECHNOLOGIST
- Built and operated interactive installations for EDM music events (Egodrop, 2018)

WEBDEV EXPERIENCE

FREELANCE (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)
JUNIOR DEVELOPER
- Developed early version of a bike sharing platform