Mikołaj Wójcik

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Generalist programmer with over 6 years of commercial experience working with Unreal Engine and Unity.

I chose game development as my career because I like the way games connect many different disciplines to achieve exceptional experiences. It's probably the reason why I became a generalist. I'm interested and have experience in many programming fields - gameplay, rendering, UI, optimization and more.

For my side projects I also tend to do non-programming work myself. This helps me better understand the needs of every discipline in the project and connect people together creating productive collaboration frameworks.

Skills + Tech

Unreal Engine | **C++** | **Unity** | **C#** | **Perforce** | **Git** | **DOD** | **ECS** | **Tech Art** | Game Design | Animation | Blender | FMOD

Education

● 2017-2022   **Bachelor of Science in Computer Science**
Polish-Japanese Academy of Information Technology

Specialisation - Multimedia
Thesis topic - Realtime fish simulation in Unity

Experience

● 2024 - now   **Senior Programmer**
Zakazane

- Complete ownership over dialogue system with editor tools for writers, cinematic designers and animators as a complete package for implementing cinematic dialogues with choices, skill checks and other game-specific requirements
- Quest system
- Map system
- Interaction system
- Many different editor tools written in Slate, UMG and ImGui

Experience (cont'd)

Lead Programmer
Kool2Play

2020 - 2023

I had a chance to work on most of the codebase in *Uragun*: gameplay, progression, UI, animations, gameplay, optimization, shaders, etc. While I started as a regular programmer, I wanted to be more involved and quickly gained the trust to, at some point, take over a lead role in the project.

Programmer
Noobz From Poland

2020

During my short period of working there, I was responsible for implementing Steam Workshop mods support from the ground up for an already released *Total Tank Simulator*.

Junior Programmer
Daftcode

2019 - 2020

My first game dev job. I started as intern and then got a fulltime job as junior developer. I was responsible for making multiple hyper-casual games, one of which was programmed solely by me and was published by a major publisher. Then I was assigned to a bigger ongoing project called *Legendary* which was an online tactical brawler game.