Mikołaj Wójcik

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

I love all the art mediums and that's why I chose game development as my carrier. I like the way games connect many different fields to achieve captivating results. It's probably also the reason why it's hard for me to specialize in only one field. I'm always eager to learn new things and like to take on challenges while keeping a positive attitude all the time.

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)

● 2020 - 2023 ### Lead Programmer
Kool2Play

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.

● 2020 ### Programmer
Noobz From Poland

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*.

● 2019 - 2020 ### Junior Programmer
Daftcode

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.