

# Piotr Gnacek

## Unreal Engine Generalist Developer

Portfolio: <https://pg0202.github.io/piotrgnacek/>

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### PROJECTS

#### Snapstop - Unreal Engine 5

JULY 2024 - MAY 2025

Independently created a first person puzzle game in Unreal Engine 5 using Blueprints and C++. Used game design theory to create compelling level design that teaches the player.

The game was showcased in Game Republic 2025.

#### MEAT - Unreal Engine 5

SEPTEMBER 2024 - MAY 2025

Worked in a team of 5 to create a coop 4 player fast food simulator with online support. Contributed and set up the games underlying systems and created 3D assets for the project.

The game was showcased in Game Republic 2025.

#### Puntball - Unreal Engine 5

SEPTEMBER 2023 - MAY 2024

Independently created a competitive split-screen 4 player first person sports game in Unreal Engine 5 using Blueprints and C++.

The game was showcased in Game Republic 2024.

### EDUCATION

#### University Centre Leeds, Leeds — BSc(Hons) Game Development & Production

SEPTEMBER 2022 - SEPTEMBER 2025

Game Development - Foundation Degree with Distinction - 27th June 2024

Game Development - 1st classification - 25th June 2025

#### Bradford College, Bradford — Software Development

SEPTEMBER 2020 - SEPTEMBER 2022

Software Development -PASS

#### Buttershaw Business Enterprise College, Bradford — Computing

SEPTEMBER 2015 - SEPTEMBER 2019

Certificate in digital applications - GRADE A

### QUALITIES

Gameplay Programming  
Gameplay Design  
Level Design  
Puzzle Design  
Visual Scripting  
UI design  
3D Modelling  
Tech art (Materials)

### HARD SKILLS

Unreal Engine 5  
Blueprints  
C++  
Git Source Control  
Blender  
HTML/CSS/Javascript

### SOFT SKILLS

Collaborative  
Open Minded  
Quick Learner  
Communicative  
Problem Solving

### LANGUAGES

English - Fluent  
Polish - Native