



# Radosław Suduł

Game Designer and Programmer

## PERSONAL INFO

Brylewo, Poland

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[Portfolio](#)

[Download code samples.](#)

## LANGUAGES

Polish – native

English – fluent

## SKILLS

### Game Design

Gameplay systems and implementation



Narrative design and writing



Design documentation



### Editors

Unity



Unreal Engine 4



### Programming

C/C++



C#



Java



HTML and CSS



### Software

Visual Studio



Microsoft Office



Photoshop



## EXPERIENCE

### ■ Hussar Games – Programmer (2014)

Worked on a post-apocalyptic RPG in Unreal Engine 4 as a programmer. Using UE4 blueprints coded dialogue system (player could walk up to an NPC and start conversation, then choose one of the available dialogue options and get a response), inventory (picking up items in the game's world, managing and using items from UI), melee combat (detecting hits, taking and dealing damage, switching weapons) and enemy AI (enemies could detect player if he got inside their view range, then chase him and attack with assigned weapon). The daily tasks also included testing programmed features, fixing bugs reported by other team members and using Github (with desktop app) as a version control system.

### ■ Bauer Media Group – Associate editor at CD-Action (2012-2013)

Wrote a number of video game previews at request.