Radosław Suduł

Game Designer and Programmer

PERSONAL INFO

Brylewo, Poland
(+48) 609 922 901
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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

■ **PlayMagic – Junior Programmer (02/2020 – now)**

Working in Unity and C# on *XIII Remake*, narrative first person shooter. My every day responsibilities include:

- working closely with designers and other programmers to implement and integrate to the project new features within various game systems (AI, weapons, gameplay) using C# and Unity tools such as Behavior Trees and also keeping in mind optimization and performance,
- testing implemented features and fixing bugs (both found by myself and reported by other team members on Jira),
- using fork and github as version control system tools,
- reporting to lead programmer at the end of each sprint summarizing work done during the sprint,
- reviewing other programmers' work in-person or via github's pull requests.

■ **Hussar Games – Programmer (04/2014 – 09/2014)**

Worked on an amateur 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 (04/2012 – 04/2013)**

Wrote a number of video game previews at request.