Kamil Czarnecki | C++ Games Programmer

Greater London – United Kingdom

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○ uyokamil

Personal Profile

Highly motivated and passionate C++ games programmer specializing in gameplay and systems development. Proven track record in creating enjoyable gaming experiences and robust systems. Seeking to join a game development studio as an associate programmer to contribute to the creation of groundbreaking games.

Education

University of Sussex **Brighton, UK**
Bachelor of Science in Psychology *Sep 2020 – Sep 2023*
○ Graduated with a 2:1 with honours.
○ Relevant coursework: Statistics, Algorithms, Applied Psychology, Mathematics.
○ Relevant extracurriculars: Game Design and Development Society, Computer Science Society.

Professional Experience

Dreaming Giants **London, UK**
Lead Programmer & Company Director *Apr 2023 – Present*
○ Directed a multidisciplinary team of 5, ensuring seamless collaboration and project cohesion.
○ Led the development of interconnected gameplay systems, including combat mechanics, AI behaviour, and player progression, using C++ and Unreal Engine, spearheading design and implementation of core features.
○ Applied for and secured two government grants totalling £32,000, providing critical funding for project development and team expansion.
○ Managed project timelines and deliverables, ensuring on-time and within-budget completion of milestones.
○ Implemented performance optimisations and debugging processes, resulting in a 20% increase in frame rate and reduced crash rates.

Hakadal Regnskapsbyrå **Oslo, Norway**
Full-Stack Developer *Mar 2019 – Jun 2023*
○ Developed and maintained the company's website, improving user experience and client engagement through a modern, responsive design.
○ Implemented new features and functionalities on the website, resulting in a 30% increase in user retention and engagement.
○ Collaborated with the marketing team to integrate SEO strategies and analytics tools, boosting the website's visibility and driving a 25% increase in customer acquisition.
○ Provided ongoing technical support and training to staff, improving overall IT proficiency and efficiency within the company.

Projects

Lumi: Starbound Adventure: Website Link	*Developed core gameplay mechanics, including platforming and combat using C++ and Unreal Engine.*
Replicated UObject Inventory: Portfolio Link	*Implemented a highly modular and extendable networked multiplayer inventory system and optimised performance for online play in C++ and Unreal Engine.*

Skills

Programming Languages: C++, Python, C#, JavaScript
Game Engines: Unreal Engine, Unity
Tools: Git, Perforce, Visual Studio, JetBrains
Other: Gameplay Mechanics, Systems Design, AI Programming

Certifications

2024: Certified Associate C++ Programmer by C++ Institute
2024: HarvardX CS50 by Harvard University