

Kamil Czarnecki | C++ Games Programmer

Greater London – United Kingdom

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Professional Summary

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

Bachelor of Science in Psychology

Brighton, UK

09/2020–09/2023

- Graduated with a 2:1 with honors, equivalent to a 3.7 GPA in the US.
- Relevant coursework: Statistics, Probability, Algorithms, Applied Psychology, Mathematics.
- Relevant extracurriculars: Game Design and Development Society, Computer Science Society.

Experience

Dreaming Giants

Lead Programmer & Company Director

London, UK

04/2023–Present

- Directed a multidisciplinary team of 5, ensuring seamless collaboration and project cohesion.
- Led the development of interconnected gameplay systems, including combat mechanics, AI behavior, and player progression, using C++ and Unreal Engine, spearheading design and implementation of core features.
- Applied for and secured two government grants totaling \$42,000, 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 optimizations and debugging processes, resulting in a 20% increase in frame rate and reduced crash rates.

Hakadal Regnskapsbyrå

Full-Stack Developer

Oslo, Norway

03/2019–06/2023

- 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.

Project Highlights

Lumi: Starbound Adventure: (Link) *Developed core gameplay mechanics, including platforming and combat using C++ and Unreal Engine.*

Replicated UObject Inventory: (Link) *Implemented a highly modular and extendable networked multiplayer inventory system and optimized 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