

Kamil Czarnecki | C++ Games Programmer

Greater London – United Kingdom

✉ kamilpczarnecki@gmail.com • 🌐 uyokamil.github.io • in kamilpczarnecki

Personal Profile

Passionate C++ games programmer specialising in gameplay and systems development. Proven track record in creating captivating gaming experiences and robust systems. At Dreaming Giants, I developed complex gameplay systems using Unreal Engine and secured critical funding. Proficient in Unreal Engine, Unity, and various programming languages, I excel in creating innovative gameplay mechanics and systems. My recent projects, including Lumi: Starbound Adventure, showcase my ability to deliver high-quality games. Eager to bring my skills to a dynamic team and create memorable gaming experiences.

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

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 behavior, and player progression, using C++ and Unreal Engine, spearheading design and implementation of core features.
- Applied for and secured two government grants totaling £33,000, 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

Mar 2019 – Jul 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.

Recent Projects

- 🔗 **Lumi: Starbound Adventure (2024):** A charming and vibrant action/adventure platformer made in C++/UE5.
- 🔗 **Replicated UObject Inventory (2024):** A modular and extendable optimized networked inventory system in C++/UE5.
- 🔗 **Grapple God (2024):** Game-Jam entry made in 72 hours. FPS platformer based on grappling and swinging. C++/UE5.
- 🔗 **DishDash (2024):** A clone game of Overcooked! built alone in a week. Dynamic systems-based gameplay. C#/Unity.

Skills

Programming Languages: C++, Python, C#, JavaScript

Game Engines: Unreal Engine, Unity

Tools: Git, Perforce, Visual Studio, JetBrains

Gameplay and Systems: Gameplay Mechanics, Systems Design, Combat Mechanics

Technical Skills: Performance Optimisation, Debugging, Networking, Modular Systems Design

Additional: Problem-Solving, Team Collaboration, Googling, Creative Thinking, Great Communication

Certifications

2024: Certified Associate C++ Programmer by C++ Institute

2024: HarvardX CS50 by Harvard University