Kamil Czarnecki | C++ Games Programmer

Greater London – United Kingdom

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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. Solutions-driven and a strong team player. Seeking to continue creating groundbreaking games and memorable experiences.

Education

University of Sussex **Brighton, UK**

Bachelor of Science in Psychology *09/2020–09/2023*

○ Graduated with a 2:1 with honours.
○ Relevant coursework: Statistics, Probability, 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 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 **Oslo, Norway**

Full-Stack Developer *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.

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