Kamil Czarnecki | C++ Games Programmer

Greater London – United Kingdom

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Professional Summary

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   **Brighton, UK**
Bachelor of Science in Psychology   *09/2020–09/2023*
- Graduated with a 2:1 with honours, 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   **London, UK**
Lead Programmer & Company Director (Hybrid)   *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 USD$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 optimisations and debugging processes, resulting in a 20% increase in frame rate and reduced crash rates.

Hakadal Regnskapsbyrå   **Oslo, Norway**
Full-Stack Developer (Remote)   *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 optimised 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++, C#, Python, Java

Game Engines: Unreal Engine 5 / 4, Unity

Tools: Git, Perforce, Visual Studio, IntelliJ

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

Technical Skills: Performance Optimization, 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