

BENEDYKT CIEŚLIŃSKI

GAMEPLAY PROGRAMMER

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PROFILE SUMMARY

I am a graduate BA (Hons) Game Development: Programming student specializing in gameplay programming. I have gained experience through working in teams up to 12 people from various disciplines (art, audio, design, animation etc.) in game projects. Furthermore, I have used the Agile workflow with the scrum structure and often had to be flexible in my role to help out the team in many ways. I enjoy working in teams to create new and fun mechanics.

PROGRAMMING

.Net programming UE Blueprints
C# C++
CSS HTML

ENGINES

Unity Engine Unreal Engine

INDUSTRY SKILL

Version Control (Git) Microsoft Office
Agile Workflow Visual Studio

LANGUAGES

Polish - Native English - Fluent

EDUCATION

BA(Hons) Game Development: Programming

2020 - 2023

Falmouth University, England

With a main focus on mimicking industry development process when creating video games, I created games in teams with a big focus on collaboration. Utilizing Agile and version control using Git.

PROJECTS

Survival Of The Cutest

2022-2023

Unreal Engine 5.1, Blueprints | University project

As part of a 12 person team I have implemented functional UI in the form on main menus and player HUD. I also developed the player movement and camera controller, including camera shake. In addition to that I have designed and implemented all AI characters using behaviour trees. I also helped implement animations and audio into the project.

Deeper

2022

Unity, C# | Personal project

Created random dungeon map generation for each level. Implemented advanced player movement and gun system, both can be upgraded with pickable perks. Incorporated fully functional menus, player HUD and audio. Added ability to save the top score, graphics and audio settings.

Lost Lab

2022

Unity, C# | University project

Recreated a scanner mechanic able of displaying up to 80 million points using C# and VFX Graph. Added the ability to customize individual points by using a custom struct to hold data of each point and a graphics buffer to send that data to the shader. This project required me to quickly adapt and learn new tools.
