

Łukasz Czyżycki

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Experience

Purple Ray Studio · 2025 – Now

Senior Programmer 02.2025 – Now

- Programming (mostly C++, also Blueprints) for an unannounced Unreal Engine 5 project. Working on e.g. random generation tools (including using the PCG Framework), AI behaviors using StateTree, Gameplay Ability System-based player and enemy logic, and reusable gameplay blocks.
- Improving and maintaining the technical shape of the project, including profiling and optimization efforts, investigating engine-level bugs and providing solutions, and integrating new releases of the engine and used plugins.
- Working on automation, including setting up a continuous integration environment using TeamCity and Docker, and a translation workflow with Google Docs through Python scripting for UE.

7Levels · 2018 – 2025

Senior Game and Porting Programmer 09.2018 – 01.2025

- Programming, with focus on systems, gameplay, platform-specific logic and optimization (C#, Unity). Implemented e.g. a dialogue system backed by Yarn Spinner, a custom physic-based movement system, achievement, leaderboards and save systems backed by platforms' native capabilities, or boss fights logic driven by behavior trees.
- Working with SDKs, services, toolsets and certification processes of Nintendo Switch, Xbox, PlayStation, Steam, and GOG.
- Self-organizing full scope of the technical effort for ports and contributing additional game design (e.g. gamepad control solutions).
- Shipped 3 in-house titles (Kong: Survivor Instinct, Destrobots and Jet Kave Adventure) and 6 ports (e.g. Railbound, inbento) to multiple platforms.

Project Lead 02.2021 – 02.2024

- Led a small team on an unannounced action-adventure title.
- Designed gameplay mechanics for the project.

Flying Wild Hog · 2016 – 2018

Lead Game Programmer 06.2017 – 08.2018

- Led a team of up to 8 programmers working on Space Punks.
- Modified Unreal Engine 4 to suit the team's needs, e.g. with a system to conveniently manage animation overrides based on player's equipped weapons. Integrated engine modifications with new official releases, monitored tools stability and fixed pending issues.
- Network and Gameplay Programmer responsibilities.

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Network and Gameplay Programmer 03.2016 – 05.2017

- Programmed systems and gameplay (C++ and Blueprints), e.g. gameplay objectives, player interactions and host migration.
- Took responsibility for the network layer of the project (programming, optimization, educating the team).

EVERYDAYiPLAY · 2013 – 2016

Lead Game Programmer 06.2014 – 02.2016

- Led a team of up to 5 programmers, mostly on Vikings Gone Wild.
- Solved emergency scenarios with a live game and managed the team during those.
- Integrated APIs of payment, analytic and social platforms.
- Game Programmer responsibilities.

Game Programmer 07.2013 – 06.2014

- Client and server-side programming in C#, for games built in Unity.
- Server-side programming in PHP and Python.
- Designed MySQL databases and programmed procedures for them.

Skills

- Significant experience with **Unity + C#** and **Unreal Engine + C++ & Blueprints**, and some with Godot.
- Experience with programming, profiling and optimization for target platforms: **Nintendo Switch, Xbox, PlayStation, Steam**, GOG, Google Play and iOS.
- Knowledge of version control systems (Git, Perforce, SVN), shaders programming (HLSL, ShaderLab) and audio middleware (FMOD).
- Experience with software, including TeamCity, Jenkins, Docker, Blender, Jira, Redmine, YouTrack, Trello, GitLab, Bitbucket Server, Rider, and Visual Studio.
- Experience with server-side programming, including C#, Python, PHP, and MySQL
- Some experience with PlayStation VR2 programming.
- Ability to work under pressure, both as a lead and as a part of the team.

Education

AGH University of Science and Technology in Kraków 09.2010 - 02.2014

B.Sc. in Computer Science

Final paper: "Modelling movement of 2D characters using bones"

Languages

- Polish – Native
- English – Fluent in speech and writing, FCE B2 certificate

Interests

- Video and board games
- Literature
- Football

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