

Łukasz Czyżycki

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Experience

Purple Ray Studio · 2025 – Now

Senior Programmer 02.2025 – Now

- Programming (mostly C++, also Blueprints) for Koshmar: The Last Reverie made in Unreal Engine 5. Working on e.g. random generation (including using the PCG Framework), editor tools, AI behaviors using StateTree, Gameplay Ability System-based player and enemy logic, and reusable gameplay blocks.
- Leading efforts on the technical shape of the project, including profiling and optimization, investigating engine-level bugs and providing solutions, integrating new releases of the engine and coaching other team members.
- 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.
- Researched and worked with SDKs, services, toolsets and certification processes of Nintendo Switch, Xbox, PlayStation, Steam, and GOG.
- Self-organized full scope of the technical effort for ports and contributed 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 exploratory 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 moderate 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.
- Experience with leading a programming team, maintaining the technical shape of the project, leading meetings, providing code reviews, taking over the most complicated issues, and mentoring both programmers and other team members.

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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