

ŁUKASZ SPIEREWKA

game designer / programmer

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BIO

I'm a young, ambitious game developer currently working on a BSc in Computer Science and Game Development at Technical University of Lodz in Poland.

My main areas of work are: game design, gameplay programming and production, though in a pinch I can also mock up some 2D / 3D graphics.

I often participate in game jams (even organized a couple of them), work on small game prototypes, do talks and workshops.

Full list of works available at <http://spierek.net>.

SKILLS

Languages

I'm fluent in English and Polish; currently also learning Japanese (N3).

Computer Languages

Mostly experienced in C# (Unity), C++, also worked with HTML, CSS and JS.

Game Engines / Frameworks

Unity; also familiar with XNA.

Other Software

Experience with Adobe Photoshop, Premiere and After Effects. Also worked with Audacity and Cinema4D. Version control: Git, Subversion and Mercurial.

EDUCATION

Technical University of Lodz

Computer Science with Game Development, Bachelor
Lodz, Poland / 2011 - current

VI Liceum Ogólnokształcące w Bydgoszczy

Math / Physics oriented class
Bydgoszcz, Poland / 2008 - 2011

EXPERIENCE

Unity Technologies ApS

Intern Core Team Programmer
Copenhagen, Denmark / Jul 2015 - Sep 2015

During my 11 week long internship period I was tasked with improving the performance of Unity's game profiler, working with my mentors on engineering a multithreaded, buffered system for recording profiler samples, reducing sampling overhead, implementing asynchronous data transmission and refactoring existing code.

The internship was arranged through the Erasmus international internship programme.

SUPERHOT Team

Junior Gameplay & Tools Programmer, Founding Team Member
Łódź, Poland / Aug 2013 - Sep 2014

I was involved with creating the original, prototype version of SUPERHOT during the 2013's 7DFPS Game Jam (7 Day First Person Shooter). Afterwards I stayed on the team for a year developing various game systems used for handling weapons, text overlay, and other small mechanics and graphical effects.

My work also involved developing in-editor extension tools for speeding up design work (waypoint setup, text overlay companion).

SUPERHOT Team

PR Person
Łódź, Poland / Oct 2013 - Jun 2014

I was charged with co-handling PR-related work along with one other team member. My tasks involved the game's public appearance - that included taking care of the official Twitter and Facebook accounts, replying to player e-mails and comments on forums / Greenlight page.

A large portion of my work also went into preparing the game's successful Kickstarter campaign - page layout, reward planning, updates during the campaign and more.

Wastelands Interactive

Intern Gameplay Programmer
Zgierz, Poland / Jul 2013 - Sep 2013

My tasks involved working on world-generation systems and gameplay mechanics for an unreleased hex-based strategy game developed in Unity.

During the internship I've had my first taste of proper Unity C# development (outside of game jams) and managed to learn a lot about working with the engine and collaborating with other developers.