Dariusz Piotrowski

London, UK ¦ [LinkedIn](#) ¦ [Portfolio](#)

Passionate gamer and developer with love for games development and all that's IT related. My passion for games started in my very early days and have been an unbreakable part of my life ever since.

EXPERIENCE

Otherworld - The Dream Corporation   **Nov 2022 - Dec 2023**
Junior Unreal Engine Developer   London, United Kingdom
- Responsible for developing a user interface that had to be replicated across different sessions and allowed all current users to be able to make changes on server and then replicate results to other clients in the same session.
- Involved in development of multiple gameplay features.
- Production of a multiplayer based VR Game using unreal engine networking system and internal backend integration.

Otherworld - The Dream Corporation   **Feb 2021 - Nov 2022**
2nd Line IT Support   London, United Kingdom
- Working closely with VR Equipment, troubleshooting relevant software and hardware related issues.
- Helping out other team members with their customer service tasks.
- Developing and maintaining sites in London and Birmingham with routine hardware and software checks.

SoulFire Group - The History of Khorinis   **Apr 2020 - Apr 2022**
Scripter   Remote
- Learning Deadalus language as part of the requirement for the scripting language.
- Developing NPCs by following design and script patterns provided by the design team.

Emperia   **Jun 2019 - Aug 2020**
Junior Unreal Engine Developer   London, United Kingdom
- Creating 3D spaces in Unreal Engine.
- Working with Unreal Engine Material editor and UV mapping.
- Development of UI features for Apollo in Unity.

EDUCATION

University of Westminster   **Sep 2018 - Sep 2021**
BSc Computer Games Development   London, United Kingdom
Games Development course focusing on programming with relative modules:
- Object Oriented Programming
- DirectX/OpenGL
- Games Engines
- Networking and Security

Uxbridge College   **Sep 2015 - Sep 2016**
BTEC LVL. 3 Computer Games Design and Development   Uxbridge, United Kingdom
All around course which gave an introduction to possible roles in games development:
- C++ and Python programming
- 3D Modeling
- Games Design and Architecture

SKILLS & INTERESTS

Languages: Polish, English
Programming Languages: C++, C#
Software: Unreal Engine from 4.27 to 5.3, Unity, GitHub, Rider, VisualStudio
Hobbies: Video Games, Fishing, Brazilian Jiu-Jitsu, DnD, Magic The Gathering