ARCHIE JASKOWICZ

Middlesbrough · archiejaskowicz@gmail.com · jaskowicz.xyz

Summary

Enthusiastic Games Programmer with 2 years of industry experience and an on-going education in Games Development. Worked in three different teams in four game jams, all resulting in awards. Self-Published a game on Steam and working on personal projects to improve skills, along with helping on open-source projects. Creator of the only working C++ RCON library.

Experience

PR Reviewer (Volunteering)   Aug 2023 - Present

D++

- Wrote documentation on many features in D++, along with ensuring that current documentation is up to date.
- Ensured that the current code was compliant with Discord's API.
- Reviewed code & documentation PRs to make sure they follow our Style Guidelines, along with making sure the changes work and make sense for beginners.
- Worked with other operating systems (OpenBSD, FreeBSD, OSX) to fix crashes and create setup instructions related to those specific platforms.
- Worked to integrate D++ as a third-party library into Unreal Engine, providing Discord functionality inside Unreal Engine.

Interactive Realtime 3D Developer (Part-Time)   Oct 2022 – Jan 2024

I N F I N I T Y 27

- Unreal Engine 5 Programmer, Used C++ and Blueprints to implement designer's ideas and create core gameplay elements.
- Improved existing code to reach final stages of development standards.
- Did playtests to identify bugs whilst writing reproduction steps using Hansoft.
- Troubleshooted bugs and write fixes.
- Met with the team to discuss best approaches and efficient solutions.
- Planned deadlines and write code to specific standards to reach deadlines.
- Assisted the team with teaching students by going over content and improving it to new standards and practices.
- Led a Sprint Meeting to gather the team's concerns and improvements.
- Wrote detailed documentation on a Saving/Loading feature I implemented.

Interactive Realtime 3D Developer (Work Experience)   Nov 2021 - May 2022

I N F I N I T Y 27

- Unreal Engine 4 Programmer, implemented features and improvements to current systems.
- Created Web-Based games using JavaScript & HTML for a client.
- Delivered a presentation on Artificial Intelligence in Unreal Engine to the team.

- Led Daily Workflow meetings for the team.
- Troubleshooted bugs to write fixes.

System Administrator (Freelance)   Dec 2019 - Oct 2021

The Rocketeers Gaming Community

- Java Programmer, used a framework called PaperSpigot across 7 Minecraft Servers.
- Tasked with setting up Minecraft Servers using LinuxGSM and systemd services on Ubuntu 18.04 and Ubuntu 20.04.
- Created a Discord Bot in Java using a framework called JDA to assist in moderation over the Discord server.

Java Software Engineer (Freelance)   Aug 2019 - Dec 2019

Fully Toasted Network

- Java Programmer, used a framework called Spigot for a Minecraft Server.

Education

Bachelor of Science: Games Development (On-Going) · Teesside University (2022-2026).
Games, Animation & VFX: High Pass · Middlesbrough College (2020-2022).

Skills

- C++ (C++17, C++20)
- Unreal Engine (4.2x & 5.x)
- Java
- System Administration (Ubuntu 18.04 - 22.04, ESXi)
- Communication
- Effective Time Management
- Problem-Solving
- Project Management (AGILE & Scrum)
- Source Control (Git, Perforce, PlasticSCM)
- DevOps (Jenkins)
- Code Review

Projects

- **Spectral Showdown** · A physics-based party game created in 6 months for college by two others and me using Unreal Engine 4 with all code on Perforce and Project Management with Hansoft. Self-Published on Steam afterwards.
- **Volition** · An Interactive Film made in Unity in 1 week with videos hosted on an Ubuntu server, creating a video-streaming process.
- **The Phoenix: Eldoria's Last Stand** · A single-player game created for university in 5 months using mostly C++ in Unreal Engine 5.
- **AI Maze** · A C++ project, using SFML, where a Q-Learning AI navigates through a procedurally generated maze.
- **rcon++** · The only working modern Source RCON library in C++, using up-to-date standards from C++17. Supports Linux/Windows/Unix.
- **Hexwave** · An engine made in C++ for creating Interactive Films like Bandersnatch.