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Markowski Oskar

UX SYSTEMS ALCHEMIST

SOFT SKILLS

Problem-solving & adaptability
Autonomy & versatility
Intuition & user-focused design
Cross-discipline collaboration
Agile & scrum technics
Leadership

HARD SKILLS

Engine development & tooling
Shader programming
UI/UX design
Full-stack pipeline
3D asset pipeline
Git, Perforce, SVN

LANGUAGES

Trilingual
French - Polish - English

Beginner
Spanish

Work Experience

- Jun 2023 - Today — Work at "Virtuos Games Montpellier"
- Sep 2020 - Jan 2022 — Founder & developer "Sandstorm Gamestudio"
- Jun 2019 - Sep 2020 — Internship & work-study program at "RSA Cosmos"
- Fev 2019 - Fev 2020 — Secretary of the Puy en Velay Students Federation
- Jan 2018 - Mar 2019 — Student Office President

Education

- 2021 - 2024 — Master degree in Arts, specializing in Video Games at Montpellier
- 2019 - 2020 — Professional degree in Computer Science at Le Puy-en-Velay
- 2017 - 2019 — Technical University Diploma in Computer Science at Le Puy-en-Velay

Projects

- UI/UX & Front-End — Gearbox — Virtuos Games
- UI/UX, Shaders & Tooling — Split Gate 2 — Virtuos Games
- Tooling & AI — MXGP 2024 — Virtuos Games
- UI/UX & Front-End — In house software — Virtuos Games
- UI & Tooling — Upcoming AAA game — Virtuos Games
- VR FPS game — DATUM — Portfolio
- Casual game — Le French Bakery — Portfolio
- Fast-paced Online FPS — Vandalhalla — Sandstorm Gamestudio
- Hach n' Slash prototype — SatanASS — Sandstorm Gamestudio

SOFTWARE

Unity, Unreal Engine, Godot
Blender, Maya, 3ds Max
Photoshop, Illustrator, Figma

CODE

C#, C++
Python, JavaScript
TypeScript, HLSL, GLSL
SQL, HTML, CSS

FRAMEWORKS

Three.js, OpenGL
"Photon" Networking
React, Vue, Angular, Node.js
UMG, Qt, ImGui, WPF .NET