

# 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

UI/UX, Shaders & Tooling ↗ Split Gate 2

Tooling & AI ↗ MXGP 2024

UI/UX & Front-End ↗ In house software

UI & Tooling ↗ Upcoming AAA game

VR FPS game ↗ DATUM

Casual game ↗ Le French Bakery

Fast-paced Online FPS ↗ Vandalhalla

Hach n' Slash prototype ↗ SatanASS

## Virtuos Games

## Portfolio

## 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