PIOTR (PETER) GOLEBIEWSKI

Unreal Engine Programmer

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SUMMARY

Highly motivated Unreal Engine Specialist with **6** years of experience in programming and scripting, developing engaging and enjoyable video games. I have a strong passion for game programming, tooling, and scripting. Whether working in a professional team or independently, I consistently aim to deliver the best possible product and achieve all goals for any given task. I take pride in my work and ensure quality, efficiency, and scalability. I am also an eager learner, always willing to adopt new techniques to overcome challenges and expand my knowledge of game development.

ACHIEVEMENTS

Winner of Staffordshire University's hosted games jam (2022)

I participated as the lead programmer in Staffordshire University's annual Game Jam. Within our team, I was responsible for developing a procedural environment system for an endless runner game, integrating gameplay objectives and visuals into the system.

Developed and published Unreal Engine tools on the FAB marketplace attracting 500+ customers

Developed Unreal Engine plugins that significantly expand Blueprint capabilities, enabling easy implementation of **HTTP**, **JSON**, and **WebSocket** systems. Now providing direct support to individuals and teams using these plugins daily.

EXPERIENCE

Junior Gameplay Programmer

Awe Interactive

📅 May 2024 - July 2025 | 📍 Remote

Responsibilities:
- Designed and implemented enemy AI from concept to final implementation.
- Developed AI and boss AI using Blueprints, C++, Animation Blueprints, and State Trees.
- Built in-engine tools to improve workflow efficiency and resolve engine-blocking bugs.
- Designed and implemented high quality enemy combat encounters.
- Implemented and supported level designers with boss encounters.
- Provided 1:1 support to level designers for encounter setup and bug fixing.
- Collaborated closely with Level Design team to create optimal and engaging AI combat.
- Rapid prototyping of various gameplay mechanics using Blueprints.
- EQS query design and optimizations, ensuring highly responsive AI navigation.

Unreal Engine FAB marketplace seller

UForge

📅 2023 - Present | 📍 Remote

Responsibilities:
- Expanded the Blueprint library with HTTP, JSON, and WebSocket support.
- Managing a customer community, providing direct code support and engagement.
- Performing market research to identify niches in the FAB Marketplace.
- Creating documentation for code plugins, including PDFs, websites and video tutorials on YouTube.

Lead Game Programmer Unreal Engine (**Volunteer**)

Segritude

📅 2023 - 2024 | 📍 Remote

Responsibilities:
- Developed networked systems and core structures in C++ and Blueprints.
- Supervised a programming and technical design group and performed code reviews to ensure quality and best practices.
- Collaborated with internal departments like animation, design to ensure quality and maintain project scope.

EDUCATION

BSc (Hons) Computer Games Design and Programming

Staffordshire University

📅 2020 - 2023 | 📖 Grade: **First class**

FIND ME ONLINE

LinkedIn
www.linkedin.com/in/peter-goleb

Portfolio
https://www.piotrg-portfolio.com

SKILLS

Software

Unreal Engine	Visual Studios	Github
Rider	Microsoft Office	Photoshop	Jira
SVN	Gitlabs

Programming / scripting languages

| C++ | Blueprints |

Other Skills

| Decision Making | Patient | Self motivated |
| Problem Solving | Confidence |
| Communication |

STRENGTHS

Ⓤ **Unreal Engine**

🐞 **Debugging**

🔀 **Adaptable**

👥 **Teamwork**

LANGUAGES

English   Native

Polish   Proficient