

PETER (PIOTR) GOLEBIEWSKI

Junior Unreal Engine Programmer

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EXPERIENCE

FAB marketplace Developer

UForge

2023 - Present Remote

- Expanded Blueprint functionality with code plugins providing **HTTP**, **JSON**, and **WebSocket** support.
- Managing a community of customers, providing direct **1:1 support**.
- Creating documentation for code plugins, including **PDFs**, **website documentation** and **video tutorials** on **YouTube**.

Junior Technical Designer

Awe Interactive

05/2024 - 07/2025 Location

- 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**.
- Provided **1:1** support to level designers for encounter logic setup and bug fixing.
- Collaborated closely with Level Design team to create **optimal** and **engaging AI combat**.
- EQS query **design** and **optimizations**, ensuring responsive AI navigation.

VOLUNTEERING

Lead Game Programmer Unannounced project.

Segritude Games

2023 - 2024 Remote

- Prototyped networked gameplay systems in **C++** and **Blueprints**.
- Rapid prototyping of various gameplay mechanics using **blueprints**.
- Collaborated closely with designers and animators to deliver gameplay features while maintaining project scope and quality.
- Created and maintained **technical documentation** for implemented systems.

EDUCATION

BSc (Hons) Computer Games Design and Programming

Staffordshire University

09/2020 - 07/2023 Stoke-On-Trent, England

- Grade: **First class**

FIND ME ONLINE

Portfolio

<https://www.piotrg-portfolio.com/>

LinkedIn

<https://www.linkedin.com/in/peter-goleb/>

SUMMARY

Junior Unreal Engine Programmer with hands-on experience in gameplay programming, AI systems, and tool development using Unreal Engine, Blueprint, and C++.

Developed and published Unreal Engine plugins used by **1000+** developers. Motivated to continue learning gameplay programming, expanding my technical knowledge, collaborating within teams, and growing as a developer while creating high-quality game experiences.

LANGUAGES

English

Native



Polish

Proficient



SKILLS

Unreal Engine	C++	Blueprints
AI behaviour systems	State Trees	EQS
Animation blueprints		
Gameplay Mechanics	JSON	HTTP
Tool Development	Debugging	Git
Visual studios	Rider	Jira

KEY ACHIEVEMENTS



Developer of UForge Unreal Engine Marketplace Tools.

Developed **Unreal Engine** code plugins that extend **Blueprint** functionality with **HTTP**, **JSON**, and **WebSocket** support, now used by **1000+** developers. Provide ongoing technical support to **individuals** and **companies** using these tools daily.



Winner of Staffordshire University Game Jam (2022)

Programmer responsible for building a **procedural environment system** for an **endless runner** game jam, integrating gameplay objectives and visuals within a collaborative team.