

PETER (PIOTR) GOLEBIEWSKI

Junior Technical Designer | Unreal Engine, C++ | Blueprints, Gameplay Programming

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EXPERIENCE

FAB marketplace Developer

UForge

2023 - Present | Remote

- Expanded Blueprint functionality through custom C++ plugins enabling **HTTP, JSON, and WebSocket communication**.
- Managed a community of plugin users, providing **direct technical support and troubleshooting**.
- Producing technical documentation including **PDF documentation, website documentation, and YouTube tutorials** for plugin users.

Junior Technical Designer

Awe Interactive

05/2024 - 07/2025 | Remote

- Designed and implemented **enemy AI behaviour systems** in Unreal Engine from concept to final implementation.
- Developed **enemy and boss AI systems using C++, blueprints, Animation Blueprints, and State Trees**.
- Built **custom in-engine tools** to improve team workflow and resolve engine-blocking issues.
- Designed and implemented **enemy combat encounters and gameplay scripting for level events**.
- Provided **technical support to level designers**, assisting with encounter setup and debugging.
- Collaborated with level designers to **balance and refine AI combat behaviour**.
- EQS query **design and optimizations**, ensuring responsive AI navigation.

VOLUNTEERING

Lead Game Programmer Unannounced project.

Segritude Games

2023 - 2024 | Remote

- Prototyped **networked gameplay systems using C++ and Blueprints**.
- Rapidly prototyped **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 gameplay systems and tools**.

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/>



Linked In

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

SUMMARY

Junior Technical Designer with **6 years of Unreal Engine** experience. Professional work in **technical design and gameplay programming**. Experienced with **Unreal Engine, Blueprints, and C++**.

Developed and published **Unreal Engine plugins** used by over **1,000 developers**. Motivated to continue learning gameplay programming, expand my technical knowledge, collaborate with teams, and grow as a developer while creating high-quality game experiences.

SKILLS

Tools

Unreal Engine

Rider

Visual Studio

Jira

GitHub

SVN

Languages

C++

Blueprints

Game Development

Tool Development

Problem-Solving

Animation Blueprints

Debugging

State Trees

Rapid Prototyping

AI Systems

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.

LANGUAGES

English

Native



Polish

Proficient

