

Filip Neumann

Game Programmer

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An educated and versatile game programmer with an MSc in Game Programming from Falmouth University, UK. Specializing in Unreal Engine and C++, delivering high-quality code and innovative game mechanics. Experienced in working within multidisciplinary teams and dynamic production environments. Distinguished by strong logical thinking, effective problem-solving skills, and the ability to work under pressure. *I do have right to work in England.*

EXPERIENCE

Artificer – Game Programmer, Shipped game AA: Sumerian Six | UE 5, C++

08.2023–02.2024

- **UMG ViewModel Integration:** Collaborated with UI/UX designers to implement UMG ViewModel, bridging backend data and logic to deliver a responsive and design-compliant user interface.
- **System Creation:** Developed and integrated Chatter & Challenge systems using external APIs, enriching game mechanics.
- **Bug Fixing:** Diagnosed and resolved issues reported by QA, including movement, UI, animations, and AI-related bugs.
- **Code Reviews and Feedback:** Participated in code reviews and incorporated feedback from senior developers to optimize solutions.

Blood Soaked Salvation – Game Programmer, University Project | UE5, C++

01.2024–05.2024

- **GAS System Implementation:** Collaborated with designers and programmers to develop the skill system using GAS (Gameplay Ability System) in BP/C++.
- **Scrum Master and GitHub Oversight:** Managed and maintained the project repository, significantly reducing bugs and issues.

EDUCATION

MSc Game Programming at Falmouth University in UK,

09.2023–10.2024

- **Graphics Technology Exploration:** Worked with low-level graphics APIs like SDL2, OpenGL, and Vulkan, recreating classic games and creating demakes of modern titles.
- **Programming Practices Development:** Advanced skills in C++ and version control systems such as Git by creating small artifacts and studying them for HCI.

BA(Hons) Game Development: Programming at Falmouth University in UK,

09.2020–10.2023

- **Scrum and Agile Methodologies:** Gained practical knowledge of project management methodologies and teamwork during game development.
- **Team Collaboration in a Studio Environment:** Worked with artists, designers, and programmers to quickly turn game ideas into functioning demos.

SKILLS

- C++ / Blueprints / Unreal Engine
- C# / Unity
- Git / Perforce (Version control)
- Jira / Trello
- Scrum and Agile methodology
- Polish – Native
- English – Full working proficiency
- Spanish – Limited working proficiency
- Strong interpersonal and communication abilities