



Maciej Wojtkowski

Graduate Computer Scientist

- 1 April 2003
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About me

Driven Computer Science graduate transitioning into the world of game development.

- Industry Skills
- **Languages:** C#, Python, TypeScript, Java
 - **Game Dev & Art:** Blender, Unreal Engine (Blueprints), 2D/3D Asset Pipelines, Concept Art, Unity & Godot
 - **Tools & Infra:** Git, Docker, Bash/Zsh, Linux (Raspbian), VS Code
 - **Production & UI:** Figma (UI/UX), Jira, Trello, Confluence, Notion

- Other Skills
- Proficiency in Adobe Photoshop
 - Proficiency in 2D illustration
 - Highly adaptable
 - Excellent writing skills
 - Excellent control of English

- Languages
- **Polish** - Native Speaker
 - **English** - C2, daily user

Interests

Bouldering, cooking, game development & games themselves - anything that involves reading or writing.

Education		
2023-2026	B.Sc. in Computer Science	Eindhoven University of Technology
Completed the full degree requirements within the nominal 3-year period, maintaining a consistent 60 ECTS annual progression. Successfully balanced core theoretical modules with practical software projects, finishing as one of the minority of students to graduate without delay.		
2022	Visiting Student - Data Science	University of California Santa Barbara
Completed a year of undergraduate study at a top-ranked US research university before transferring to pursue a more rigorous academic environment at TU/e, one of Europe's leading technical universities.		

Experience		
2025/26	Teaching Assistant	EuFlex/TU/e
◦ Facilitated the "Design for Games and Play" course series, providing technical mentorship to students developing research-driven game projects in Unity , Unreal Engine and Godot .		
◦ Evaluated and provided constructive feedback on game mechanics, design documentation, and reflection papers, ensuring alignment with academic research goals and playability standards.		
2025/26	Frontend Engineering Lead - UI/UX	TU/e + UiPath
◦ I spearheaded the frontend development of a web-based data generator designed to produce realistic business processes for Process Mining applications, my primary responsibilities being the design and implementation of UI/UX elements.		

Projects		
2026	PeaceMart Independent	Game Design, 3D Modeling, 2D Art Direction
Conceptualized the foundational game mechanics and core gameplay loop for an independently published title. Drove the project's visual identity by taking full ownership of all 2D asset production and modeling the vast majority of the 3D elements.		
2025	Khora TU/e	Lead Design, Phygital Interaction, 2D Assets, Creative Writing
Served as Lead Designer and Writer for a physical interactive installation designed to foster player engagement. Single-handedly developed all visual implementations for the project - the interactive screens, physical shrine components, custom controllers, and 2D assets.		
2024	Swage TU/e	Level Design, 3D/2D Art, Narrative Writing, Persuasive Design
Co-developed an educational persuasive game that was awarded Game of the Year for its quartile. Led the environmental and artistic direction by creating all 3D models, textures, 2D assets, and the full level design.		
2024	Hipparcos TU/e	Unreal Engine (Blueprints), 3D Modeling, Texturing, Game Design
Collaborated in a 5-member team to develop a polished, theory-driven game that was awarded Game of the Year. Implemented core gameplay logic and mechanics via Unreal Engine visual scripting and produced the vast majority of the game's 3D models and textures from scratch.		

Awards	
2025	Double recipient of the "Game of the Year" award for a project completed as part of the "Design for Games and Play" series of courses at TU/e.
2021, 2020	Laureate of the National English Language Olympics - I placed 7th best nationally in 2021, and reached the finals in 2020.