Alex Wójtowicz
Student Software Developer

alex.wojtowicz13@gmail.com

🔗 GitHub, LinkedIn

Skills

Game Development

VR development

Unity

C#

C++

Unreal Engine 5

HTML/CSS

javascript

Languages

Polish

English

Dutch

Finnish

Hobbies

Video games, Dungeons and Dragons, art, skiing/snowboarding, cooking/baking

Profile

Game programming student, currently searching for an internship that would start in early 2025.

Skilled in C# and Unity, some experience with C++, Unreal Engine and web development.

My primary interest lies in VR development, especially in serious VR solutions, as well as in gameplay programming. However, I am open to other challenges and opportunities that will widen my horizons.

Education

Creative Media and Game Technologies, Saxion University Of Apllied Sciences, Enschede
Set to graduate in 2026

Web Development, Oulu University of Applied Sciences
August 2024 — December 2024

Exchange programme

Project Highlights

Escape the Gator
2023

A multiplayer mixed system (VR + PC) game, where one player (Gator) chases the other player (Man in a Canoe) trough an eerie swamp. Featured at 2023's Overkill Festival in Enschede.

Can be found on a teammate's GitHub (https://github.com/Mightylight/Project_ShowOff)

Tower Defence demo
2024

A project demonstrating my understanding of design patterns

P.O.G.O.
February 2022

A gyroscope based endless runner game for Android. I was the programmer behind collisions, animation interactions, microphone functionality and code optimisation. Code can be found on GitHub, saved as Project-Innovation.