Konrad Pawlikowski

Software Developer

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About Me

I am a passionate developer who loves problem solving and creating software in various different stacks and technologies. From video-games to websites and applications I demonstrate my programming skills, through an extensive portfolio below.

Experience

Putinator

A wave based survival game, developed for a fundraising event. Created with UE4, Blender, C++ and Visual Scripting.

https://store.steampowered.com/app/2001140/Putinator/

CloudTube, Color Picker & Gif Studio

I created various desktop applications using python libraries and different api's. Ranging from a video downloader, to a gif creator, all are available for download along with the source code below.

https://cloudlessstudio.itch.io/

Cloudless Studio

Developed many games, videos along with programming/3D art tutorials on this YouTube page. Also consists of some of my documentation of unique projects.

https://www.youtube.com/channel/UCs6xkSCPztwrpVHzJYsW71Q

Goos Hunt & Apollo's Adventure

Goos Hunt is a game created in PyGame. The purpose of this game was to teach the students some aspects of OOP and familiarize them with using various libraries. I was the lead programmer on our project at nP called "Apollo's Adventure".

https://store.steampowered.com/app/2098370/Apollos_Adventure/

Oceaneering - Unreal 3D Developer (Feb 2023-now)

I am working with the training department, where I design and create an interactive training curriculum for people learning the ins and outs of working with ROV technology. I mainly do 3D modeling with 3DS Max and Blender, as well as video game programming and design in the Unreal Engine with both blueprints and C++.

NonPareil Institute - Programmer (Jan 2022- Feb 2023)

I was a programmer and instructor at nonPareil where I taught JavaScript, Python, Unreal Engine, as well as 3D modeling courses. I was also the lead programmer on our video game projects.

Cloudless Studio - Programmer/Artist (December 2019-now)

Programmed and created the art for 10+ videogame projects, while working with Unity, Unreal and PyGame. Also developed a variety of websites using Node.js, PostgreSQL and React, including a visual interactive menu, a pixel art site, and a geography fact application.

Education

Digital Crafts - Full Stack Web Development (2022)

University of Houston - Bachelors of Digital Media (2021)

Cayuga College - Associates of Comp Sci (2018)

Skills

- Python	- SQL	- C++
- HTML5	- OpenGL	- Git
- CSS	- Node.js	- React
- JavaScript	- Blender	- C#
- Flask	- Jira	- Express.js