Oskaras Margevicius

Third Year Student

Motivated student specializing in Unreal Engine 5, with strong expertise in C++ and Blueprint. Experienced in developing innovative gameplay mechanics, advanced AI systems, and VFX using Unreal Engine's Niagara system. Key contributions include creating robust damage systems, implementing procedural camera animations, and developing interactive systems for player engagement. Eager to leverage technical skills and creativity to contribute to dynamic projects as a Gameplay Programmer or AI Programmer.

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EDUCATION

Computer Games Development BSc (Hons)
University of Staffordshire

09/2022 - 06/2025   *Stoke-on-Trent, England*

Current Courses
- PCG
- Final Year Project

A-Level
Carshalton Boys Sports College Sixth Form

09/2020 - 07/2022   *London, England*

Courses
- Physics (D)
- Product Design (B)
- IT (Distinct*)

WORK EXPERIENCE

Owner
AM PM Base Limited

01/2024 - Present

Personal Development
- Business Acumen: Developed problem-solving skills and operational insights.
- Customer Engagement: Enhanced user experience understanding through direct interaction.
- Team Leadership: Led a team, fostering collaboration and communication.

Referee : Timothy Lau - 07541025315

Barista
Caffé Nero and Gourmet

11/2021 - Present

Personal Development
- Customer Service: Improved interpersonal skills.
- Multitasking: Efficiently managed many fast-paced tasks.

Referee : Leevo - 07593376498

Tennis Coach Assistant
Sutton Tennis Academy

11/2021 - 10/2022

Personal Development
- Instruction: Conveyed complex concepts clearly, enhancing team communication.
- Strategic Thinking: Created game plans, relevant to gameplay design.

Referee : Andrew Jeffery - 07985608763

SKILLS

C++   C#   Unreal Engine   Blueprint
Computer Maintenance   Team Collaboration
Problem Solving   Punctuality   Organisation

PERSONAL PROJECTS

Forgive Me Not | Technical Lead (07/2024 - Present)
- Engineered advanced AI systems for realistic enemy behaviours.
- Developed procedural camera animations for enhanced player immersion.
- Implemented responsive player movement mechanics.
- Created a robust damage system to track health and impact gameplay.
- Designed and integrated VFX to enrich the game atmosphere.
- Implemented character animations for seamless transition.
- Developed an enemy spawning system tailored for level designers.
- Developed systems for interactive elements (e.g. weapons, doors) to enhance player exploration and engagement.
- Established engaging game objectives to guide player interaction.

Computer Building & Optimisation (11/2015 - Present)
- I've built over ten and optimised countless computers. The process consisted of ordering parts, assembly, installing OS and setup, while optimisation would entail cache clearing, installing drivers, optimising OS settings, adjusting virtual memory, updating bios and more.

CERTIFICATES

LTA Tennis Assistant (07/2021 - 09/2021)
Qualification acquired at the National Tennis Centre venue.

LANGUAGES

English
Native or Bilingual Proficiency

Lithuanian
Native or Bilingual Proficiency

Russian
Full Professional Proficiency

INTERESTS

Programming   Technology   Visual Effects
Artificial Intelligence   Game Development   Sports