

RICHARD KONEČNÝ

Portfolio: risokncn.com

London, United Kingdom

risokncn@gmail.com, linkedin.com/in/risokncn

PERSONAL PROFILE

A creative, self-motivated, experienced, proactive and enthusiastic gameplay programmer with MSc in Games and Media Technology, seeking a job to utilize his creative initiative and passion for gameplay and game mechanics. Has experience with working on a AAA title as well as smaller games, in cross-disciplinary teams and in an international environment. With programming skills in C++ and C#; and experience with Lumberyard game engine and Unity.

SKILLS

Key technical skills	Gameplay programming, network programming, C++, Unreal Engine 5, Unity, C#, Lumberyard engine
Technical skills	VR, AI, UI, Unity DOTS, console development, multithreaded code, working in all phases of game development from pre-production to release, code profiling and optimisation, gameplay systems design, planning and implementation, procedural generation, animation programming, multiplayer features, ASP.NET Core, website development, MySQL, PHP, JQuery/JS
Soft skills	Leadership, line management, work planning, mentoring, creativity, attention to detail, problem-solving, reliability, teamwork, critical thinking, pro-activity, communication, adaptability
Languages	English (full professional proficiency), Slovak (native), Czech (bilingual proficiency)

PROFESSIONAL EXPERIENCE

2023 - Present **Splash Damage, London, United Kingdom**

Senior Gameplay Programmer

- Leading a gameplay team of 5 people on a multiplayer FPS game
- Line managing 2 people
- My responsibilities include milestone work planning for the team, mentoring team members, team technical leadership, line management, and code & feature quality reviews
- My work received a special recognition and an award from the CEO at the end of a major milestone in August'24.
- While on Project Astrid: I wrote a new modular weapon & item system with networking solution
- Titles involved in: a multiplayer FPS game, Project Astrid

2020 - 2023 **Team17, Manchester, United Kingdom**

Programmer

- Ownership of the interaction system in a game called Killer Frequency, crucial contributions to its playability, especially in the areas of occlusion optimisations, VR playability and interactive items
- Have contributed to an internal cross-platform multiplayer package used in Moving Out 2
- Have worked on features with multi-platform support: pc, all major consoles, as well as VR
- Have written a platform-agnostic automated testing system from scratch, supporting both Unity and Unreal engines, working with all major platforms, including Oculus.
- The automated testing system is actively used by several projects, including the development of Killer Frequency
- Other titles involved in: Overcooked! All You Can Eat and Golf With Your Friends

2017 - 2020 **Cloud Imperium Games, Wilmslow, United Kingdom**

Gameplay Programmer (June 2019 - September 2020) / Junior Gameplay Programmer (April 2017 - May 2019)

- Have worked on an MMO space simulator - Star Citizen - and its single-player version - Squadron 42
- Has worked on several gameplay features, including combat takedowns, AI behaviors, wildlines, idle system, fidgets and player-environment interactions
- Responsible for maintaining, improving and optimizing the usable component code
- Implemented a multi-threaded caching optimization for the usable component code, which resulted in the run-time execution of one of its verification functions being faster by 25% - 55%
- As a part of the "Social AI" team, working closely with AI programmers, designers and prop artists to create new features and deliver realistic AI scenes for Squadron 42

2014 - 2015 **Zing Performance Ltd, Royal Leamington Spa, United Kingdom**

(3 months full-time + 5 months part-time)

Junior Game Programmer / Freelance Game Programmer, Self-employed (contract)

- Worked on a cross-platform brain-training app with a subsection dedicated to logic games
- Based on the given game design documents and artwork, developed 3 logic/puzzle games with level editors and scoring systems from scratch
- Responsible for fixing bugs in existing puzzle games and the app UI
- Collaboration continued during the postgraduate study in the form of contract work

2012 - 2013 **The Serious Games Institute, Coventry, United Kingdom**

(5 months full-time + 7 months part-time)

Junior Software Developer

- Worked on a Unity serious game for training teaching techniques
- Developed a web-based application for measuring and adjusting wheelchairs

2012 **FORBIS s.r.o., Kosice, Slovakia**

(3 months full-time + 2 months part-time)

Junior Software Developer

- Worked on an online registration system for a car insurance company
- Developed an Android application for an online golf course reservation system

EDUCATION

2014 - 2016 **MSc in Games and Media Technology, Utrecht University, Netherlands**

- MSc thesis in adaptive game-play; case study: "Modeling of fighting game players" was awarded 9 (GPA 4)

2011 - 2014 **BSc (Hons) in Computer Games Technology (1st Class), Coventry University, United Kingdom**

- Bsc thesis in Procedural Generation (published in VS-Games)
- Awarded "Best Overall Student in the Department"

PUBLICATIONS

2016 [Procedural Modeling in Archaeology: Approximating Ionic Style Columns for Games](#) published in [VS-GAMES](#)

HOBBIES AND INTERESTS

In my spare time, I often work on my hobby game project: Unity casual local-multiplayer mobile game. My interests include video games, board games, fitness, water polo, tennis, skiing and sci-fi/fantasy/adventure/documentary movies.

REFERENCES

References are available upon request