

# Marcin Biegun

SOFTWARE ENGINEER  
3D GENERALIST

## PERSONAL INFO

Email: [marcin@spacecatlabs.com](mailto:marcin@spacecatlabs.com)

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## GAMEDEV SKILLS

Unreal Engine 5, Unity 3D  
C++, C#, HLSL, GLSL  
Python

## TECHART SKILLS

Houdini, Blender  
TouchDesigner, Notch Builder,  
Resolume

## WEBDEV SKILLS

JavaScript, Ruby, Elixir, Go  
SQL, GraphQL  
Three.js, React, React Native  
Linux servers, Git, Perforce

## EDUCATION

- (incomplete) Earned 55 ECTS credits towards a Master's Degree in Macro-Field of Study in Robotics, Electronics and Information, and Communication Technologies (Silesian University of Technology, 2007, Gliwice)
- Upper secondary education diploma, specialisation in Mathematics Science (Frycz Modrzewski II High School, Rybnik, 2004)

## SUMMARY

I'm a software engineer generalist with over a decade of experience. My main area of interest are interactive applications utilising latest advancements in 3D graphics.

My favourite tool is Unreal Engine 5. To this day I have 2 years of experience working full time as an Unreal / C++ developer, with focus on gameplay features and engine tools.

To complement the realtime nature of gameplay engines I work with a 3D graphics suite Houdini which is a perfect fit for offline kind of work: preparing models and textures, optimising assets, baking simulations, and procedural content generation.

## GAMEDEV EXPERIENCE

### PANDUIT (REMOTE)

2023 — PRESENT

UNREAL ENGINE C++ DEVELOPER

- Developed an Unreal Engine industrial data-center planning application
- Lead the dev team, managed tasks and specs, set up dev infrastructure

### FREELANCE (REMOTE)

2022 — PRESENT

UNREAL ENGINE C++ DEVELOPER

- Gameplay programming in VR game for Oculus Quest 2 based in Wallace and Gromit universe (NoGhost, 2022)
- Created an XR web application with Unreal Engine pixel streaming backend (NoGhost, 2023)

### ANSHAR STUDIOS (KATOWICE)

2020 — 2021

UNREAL ENGINE C++ DEVELOPER

- Worked on a Unreal Engine 5 remake of a critically acclaimed horror game Layers of Fear
- Developed gameplay features and VFX systems
- Created engine tools for game designers
- Used AutomationTool to integrate automated performance tests to run daily on CI

### SPACE CAT LABS (KRAKÓW)

2018 — PRESENT

FOUNDER, CREATIVE TECHNOLOGIST

- Built and operated interactive installations for EDM music events (Egodrop, 2018)

## WEBDEV EXPERIENCE

### FREELANCE (REMOTE)

2018 — 2020

SENIOR FULL-STACK DEVELOPER

- Developed a large scale system for balancing power grids (Enbala, 2020)
- Built C++ extensions for a media server (Software Mansion, 2019)
- Built a data processing pipeline (Contractbook, 2019)
- Lead a team of developers (Social Drug Policy Initiative, 2018)
- Rebuilt a web-based graphic design application (RelayThat, 2016)

### BASE CRM (KRAKÓW)

(ACQUIRED BY ZENDESK IN 2018)

2012 — 2016

SENIOR SOFTWARE ENGINEER

- Delivered features in a big scale multi-service environment, as a part of large (100+ engineers) organisation
- Lead a few projects through full software development life cycle
- Lead a company-wide localisation effort

### SOCIAL BICYCLES (KRAKÓW)

(ACQUIRED BY UBER IN 2018)

JUNIOR DEVELOPER

- Developed early version of a bike sharing platform