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Skills

C++ (3 years)

Unreal Engine (2 years)

Unity

Graphics (OpenGL, AGC)

Education

Creative Media and Game Technologies - BSc

Breda University of Applied Sciences
(2022 - est. 2026)

Software

Unreal

Unity

Blender

Adobe Photoshop

Adobe Illustrator

Expertise

Graphics

Gameplay

Console

Unreal & Unity

Languages

English Latvian

Russian Polish

DANIELS SMUŁKO

GAME PROGRAMMING STUDENT

About Me

I am a student of Breda University of Applied Sciences, focusing on engine development, graphics programming and XR technologies.
Currently, doing an internship at AGM Cradle
(Research department of Breda University)

Experience

Internship

Aug 2025 - est. Jan 2026

● XR programmer

AGM Cradle

- Optimized and developed apps on Quest 3 in Unity

Breda University - game dev bachelor

Nov 2024 - June 2025

● Gameplay & Tools programmer

(Team) Katharsi - puzzle game (in development)

- Light beam as a game mechanic
- Slime mold tool for artists

Sept 2024 - Nov 2024

● Graphics programmer

(Solo) Dynamic wetness

- Tool that dynamically renders wetness spots on the surfaces

May 2024 - July 2024

● Gameplay programmer / Technical support

(Team) River Tale - game on VP stage

- VP stage setup for Unreal project
- Configured Vive tracking
- Contributed to gameplay algorithms

Feb 2024 - Apr 2024

● Engine programmer

(Team) Custom cross-platform game engine

- Variance shadow mapping on both OpenGL and AGC
- Contributed to blender plugin (blender as level editor)

Sept 2023 - Jan 2024

● Graphics programmer

(Solo) Deferred renderer with PBR on PS5

- Custom renderer on PS5
- Researched & implemented PBR, normal mapping, deferred lighting

Apr 2023 - June 2023

● Gameplay & Tools programmer

(Team) Backyard Chickens - arcade game

- Coded a world grid and made a simple tool for designers to customize it
- Created materials
- Contributed to gameplay algorithms