

EXPERIENCE

Junior Technical Designer

Climax Studios

- 05/2026 - Present Portsmouth, United Kingdom
- Worked on an unannounced first-person shooter built on a **proprietary engine**.
 - Owned end-to-end development of a full playable mission.
 - Implemented **combat encounters** and enemy AI setups.
 - Scripted gameplay events and core systems using a **custom visual scripting language**.

Independent Unreal Engine Plugin Developer (FAB)

UForge

- 2023 - Present Remote
- Independently designed and shipped a **C++ plugin** extending **Unreal Engine Blueprint** with **HTTP**, **JSON**, and **WebSocket** capabilities, now used by **1000+** verified customers ranging from solo developers to full production studios
 - Built and maintain **100+ custom Blueprint nodes**, providing ongoing technical support and troubleshooting to a live customer base
 - Produce technical documentation and tutorials, including written guides and video content, to support developer adoption

Gameplay Programmer (Contract)

Patch W Games

- 01/2026 - 04/2026 Remote
- Contracted to develop a vertical slice for a project pursuing investment opportunities.
 - Developed a range of AI enemies, from close-range combat units to ranged enemies, using **Blueprint**, **C++**, **Animation Blueprints**, and **State Trees**.
 - Designed an **attack ticketing system** to regulate enemy attacking behavior during combat.
 - Built additional AI systems, including combat circles and skill systems.
 - Prototyped gameplay mechanics, including in-world traps and player abilities.

Junior Technical Designer

Awe Interactive

- 05/2024 - 07/2025 Remote
- Owned end-to-end design and implementation of enemy and boss AI using **Blueprint**, **C++**, **Animation Blueprints**, and **State Trees**, including **EQS** navigation queries, from prototype through combat-ready implementation.
 - Designed multi-stage boss encounters with distinct combat abilities and phase transitions driven by health thresholds and combat state.
 - Built custom **Unreal Editor tools**, including an async level-loading system that reduced GPU crash-related downtime, and diagnosed **C++** bugs in custom AI systems.
 - Collaborated directly with level design to build and balance combat encounters, providing 1:1 technical support and **Blueprint scripting** assistance to non-technical colleagues.

FIND ME ONLINE

Portfolio

<https://www.petergportfolio.uk/>

inLinked In

<https://www.linkedin.com/in/peter-goleb/>

SUMMARY

Technical Designer with **7 years of Unreal Engine experience**. Professional background in **technical design** and **gameplay programming**, with expertise in **Unreal Engine**, **Blueprints**, and **C++**.

Experience across genres, including **first-person shooters**, **dungeon crawlers** and **survival games**.

Developer and publisher of **Unreal Engine plugins** used by over **1,000+ developers**, providing ongoing support to **individuals** and **AA companies** that rely on the plugins daily to develop their games, apps, and other projects.

SKILLS

Tools

Unreal Engine	Rider	
Visual Studio	Jira	GitHub
GitLabs	SVN	P4V
Proprietary engines	UGS	

Languages

C++Blueprints

EXPERIENCE

Technical Game Designer (Contract)

Segritude Games

📅 09/2023 - 04/2024 📍 Remote

- Prototyped gameplay mechanics in **Blueprint** and converted core systems to **C++** in a **multiplayer** project.
- Collaborated closely with designers and animators to translate concepts into playable prototypes and features.
- Created and maintained technical design documentation for gameplay systems and tools to support cross-discipline alignment.
- Established **source control** workflows to support team collaboration.

EDUCATION

BSc (Hons) Computer Games Design and Programming

Staffordshire University

📅 09/2020 - 07/2023 📍 Stoke-On-Trent, England

- Grade: **First class**

KEY ACHIEVEMENTS



Developer of UForge Unreal Engine Marketplace Tools.

Developed **Unreal Engine** code plugins that extend **Blueprint** functionality with **HTTP**, **JSON**, and **WebSocket** support, now used by **1000+** developers. Provide ongoing technical support to **individuals** and **companies** using these tools daily.

LANGUAGES

English

Native



Polish

Proficient

