

Martin Švanda

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I am an enthusiastic programmer with more than two years of experience in Unreal Engine/C++ and with a great desire to learn new things all the time. My goal is to contribute to the gaming industry and dedicate my career to working with Unreal Engine.

Over the past two years, I have had the honor of working in small teams and on my own solo projects. These experiences have given me a comprehensive understanding of game development processes and the ability to creatively and effectively solve problems encountered during development.

I currently work as a Java Software Developer in Weiden, Germany. However, my true passion lies in the world of video games. Unreal Engine really excited me as a tool and I want to devote myself fully to it at work. Since January 2022, I have dedicated all my free time to working in Unreal Engine. Even though I spent 40 hours a week in my current job, I undoubtedly spent at least the same number of hours every week in UE 5.3 . I am extremely determined to learn this tool from Epic Games to the maximum depth, because I believe that this is the only way to achieve my lifelong dream and contribute something real to the gaming industry.

I am very interested in a position where I could further deepen my knowledge and participate in the creation of quality, engaging and sophisticated entertainment that will be loved by millions of people. I am convinced that my experience and skills could be of benefit to your company. I believe that mutual cooperation will be beneficial for both parties and I know that I could contribute to the achievement of your goals.

Thank you for considering my request and I look forward to possible cooperation.

Best regards

Martin Švanda

Portfolio with examples of my work

While working on my projects so far, I have learned a large part of game development in Unreal Engine.

I have experiences with:

Blender	Modeling (Ship on my Youtube)
Programming	Visual studio code, Eclipse, IntelliJ, Rider, or Terminal cmd, powershell, bash
Unreal Engine 5	Visuals, Animations, Environmentem, Foliage system, By scripting actions, Blueprints Behavior tree, AI Pathfinding
My Github :	EmperorKunDis (Martin Švanda) (github.com)
My Youtube :	Martin Svanda Game Dev Youtube

Below you will find examples of my work, including a project on Itch.io and a selection of projects on YouTube:

Project on Itch.io:

Side-scroll puzzle adventure game developed for GameDev.TV :[Cultist Exorcist by KANI, kev07, rhakys, EmperorKunDis \(itch.io\)](#). Playable on Windows and MacOS. Play as Joseph, a skilled exorcist, during one of his visits to a haunted house. But Joseph is no stranger to dark secrets, as he has a few tricks up his sleeve.

<u>YouTube:</u>	Project Journey: One Man Armies:	https://youtu.be/-u_gvMFmQhs
	My other projects:	https://youtu.be/cYj2bVG79P0
		https://youtu.be/iUhuV5SdUaQ
		https://youtu.be/gcYAoBYJc1s
		https://youtu.be/k1WNmJrtepQ

These examples give a little insight into my skills and creativity in Blender and UE5.

Thank you for your time and interest.

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Programer

/

Game Developer

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Skills

Advanced:

Blender
Unreal Engine 5 (BP more then C++ but I can do both)
Microsoft Office 2021
PC - assembly and construction

Good:

Java
HTML & CSS, C++, JavaScript,
Soldering printed circuit boards

Basic:

Python, SQL, Linux, Docker,
Git (branches/versions, commits, push or pull)
Terminal(Git Bash, PowerShell, cmd)
ZinserSoft , SolidWorks, AutoCAD, FreeCAD, SketchUp

Experience

Speed4Trade GmbH || Backend Programmer

SEPTEMBER 2023 - PRESENT, WEIDEN

I program at Speed4Trade develop and I maintain the backend of the largest sales portal in its field in the country and one of the three largest in Europe.

Java, JavaScript, Spring/SpringBoot ale i HTML, CSS.

Kolping career assistance Tirschenreuth || Student programmed

JANUARY 2023 - SEPTEMBER 2023, TIRSCHENREUTH

Of course, I knew how to program at a basic level since high school, unfortunately, I didn't believe in it enough to find an equal job in that field, so I took advantage of the opportunity from the employment office.

Java, 3D Design, SolidWorks, 3D Printing

Bergauer Regenerierung GmbH || Programmer/Constructor

JULY 2022 - DECEMBER 2022, WALDSASSEN

Here I worked as a CNC machine programmer and project designer in the SolidWorks program.

CNC SolidWorks

Schott AG || Machine installation assistant

JUNE 2020 - JUNE 2022, MITTERTEICH

Despite the fact that it was the most physically demanding job I've ever done in my life (Schott AG is a glass factory). This company was a good employer for me for two years. And thanks to all the background and the quality of teaching new technologies, I ended up liking it. Unfortunately, I came across the necessity of a formal German education (in the school system I found, there is no practice when studying the matriculation field), so my Czech matriculation was not recognized by the IHK, so I was not enough to study at a German university.

CNC , Programming of control units, Soldering of printed circuit boards ,

Educated

International university of Berlin || Software Developer

MARCH 2024 ⇒ , BACHELOR - DISTANCE LEARNING

I was accepted for distance learning to <https://www.iu-fernstudium.de/> to Bachelor-Fernstudium Softwareentwicklung. Unfortunately, I have not found a financially friendly study of game development remotely and in English. Otherwise I would definitely go for game development.

Java, 3D Design, SolidWorks, 3D Printing

CVUT Prague || Programming and Robotics

SEPTEMBER 2010 - JANUARY 2014, BACHELOR - INCOMPLETE

Studying at the University of Technology in Prague at the Faculty of Electrical Engineering, Programming and Robotization, unfortunately, thanks to my youthful recklessness, I did not finish this school.

CNC SolidWorks

ISŠ Cheb || Computing Technology

SEPTEMBER 2005 - JUNE 2010, HIGH GRADUATION

I studied at secondary school with exceptionally good results, thanks to which I was subsequently admitted to CVUT.

CNC , Programming of control units, Soldering of printed circuit boards ,

Knowledge

Languages:

English - Familier speaking and writing, bit better than Germany

German - Familier speaking and writing

Czech - Native language

Abilities

Unreal 4 C++ Multiplayer Master: Intermediate Game Dev

5 sections • 115 lectures • 24h 22m total length

Unreal Engine 5 Environment Design

1 section • 13 lectures • 2h 41m total length

Get Git Smart Course: Learn Git in Unity, SourceTree, GitHub
5 sections • 38 lectures • 3h 44m total length

Unreal Engine 5 Blueprints: First Person Shooter (FPS)
7 sections • 63 lectures • 8h 23m total length

Unreal Engine Cinematic Creator for Video Game Design
5 sections • 41 lectures • 5h 20m total length

Unreal Engine 5 C++ Developer: Learn C++ Make Video Games
8 sections • 210 lectures • 29h 39m total length

C++ Fundamentals: Game Programming For Unreal Engine
5 sections • 86 lectures • 11h 12m total length

Unreal Engine Blueprint Game Developer
4 sections • 73 lectures • 10h 19m total length

And many more others

Hobbies

FPV Drone - Assembly and flying

Build computers - Compatibility, Benchmark, Bottleneck
new technologies

Game Development - UE5 Complete creations (more than 40
hours per week for 2 years)

Driving license - Group B passenger car

Pilot license - Drone

11.03.2024 Waldsassen

I myself have paid for all the courses on Udemy and completed them every day after work because I know that success requires more work than others. I also know that my starting salary without work experience will not be comparable to people who have it.