

Dominik Primasz

Gameplay programmer

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📍 Berkshire

🌐 <https://www.domprimaszportfolio.co>

Languages

English

Fluent

Hungarian

Fluent

Interests

↪ Networking

↪ Unreal Engine

↪ Games

Education

University of Portsmouth

2021 Sep - 2025 April

Computer Games Technology

Game developer and University of Portsmouth graduate with 2 years' experience and a commercially shipped title. Specialising in gameplay programming in C++ and Unreal Engine, with a focus on performance and low-level optimisation. Currently seeking a full-time role to continue my journey in the industry.

Experience

Blue Dot Games

UK

Junior Programmer

2025 April - Present

- Developed and maintained core systems across gameplay, networking, UI and audio for our project 83.
- Assisted with migrating the project from Unreal Engine 5.4 to 5.6, resolving deprecated API breakages / updating affected systems in a large codebase.
- Developed and polished numerous core systems/features, such as in-game voice chat, a destruction system and a map rotation system.
- Profiled dedicated servers and clients to identify performance bottlenecks, working with other disciplines to raise our server tick rates from 4HZ at 60 players to a stable 30 Hz server tickrate at 80 players.

Bulkhead

Derby, UK

Intern programmer

2023 July - 2024 July

- Developed fast, scalable and robust code to handle network traffic for a 100-player environment and helped resolve replication issues and bugs.
- Collaborated with designers to implement gameplay features with high fidelity to design documentation, iterating based on direct feedback.
- Worked on numerous UI systems, using UMG and the Model-View-Viewmodel architecture (MVVM) to create a modular system that enabled designers to adjust UI elements without advanced engine experience.
- Maintained regular communication with producers, provided deliverables on schedule, made use of Jira for tracking tasks and offered accurate estimates, escalating concerns when needed.

Projects

The Remains

2022 April - Present

A survival-horror game that I've been slowly developing over the last 4 years in my spare time next to my professional career.

As it is a solo project, I am often exposed to a wide array of development areas, with some key areas including:

- Gameplay programming
- Networking & online session management
- Animation & animation programming
- AI Behavior trees & programming
- Client-side performance optimisations

[The Remains Steam page](#)