



Magdalena Calkova

Games Developer



+46 72 381 95 26
+44 7858 948024



Edinburgh / United Kingdom



[linkedin.com/in/magdalena-calkova-578536174](https://www.linkedin.com/in/magdalena-calkova-578536174)



<https://www.magdalenac.com/>



github.com/McPenquen

ABOUT ME

I am a programmer focusing on perfecting the user experience - I enjoy working closely to the visual image of the product.

I look specifically for positions in the entertainment sector – in games and movies, but am open to exploring new opportunities as well.

I am a hard-working person who loves to learn and challenge myself. I enjoy being creative and solving problems in new and innovative ways. I would like to work alongside like-minded individuals on something that we care about and we can be proud of.

CODING SKILLS

9 / 10

C#, C++, Git

8 / 10

Unity, C, HTML, CSS

7 / 10

MySQL, Java, TypeScript, JavaScript

6 / 10

OpenGL, HLSL, SFML, Angular

5 / 10

Python, OpenCL, CUDA

EDUCATION

Games Development / BSc Hons

Edinburgh Napier University (UK)
2018-2022

International Baccalaureate

S:t Eskils gymnasium (Sweden)
2015-2018

Art-oriented secondary degree

Gymnazium Na Prazacce (Czech)
2011-2014 (Unfinished)

Primary school

ZS Norbertov (Czech)
2004-2011

EXPERIENCE

Programming Demonstrator (Sep 2021 – May 2022)

Edinburgh Napier University / Edinburgh

I worked as a demonstrator for the Games Engineering module and Programming surgeries (additional coding help for students) at my university.

- I helped students to debug their code and answered their questions
- In Games engineering, I provided feedback to the students' presentations and contributed to their assessment

Front End Web Developer (Feb 2020 – Feb 2021)

SWEHQ / Remote (Prague)

I worked as a member of the front-end team for two projects developed in Angular. The first project was an online archive enabling the management of the stored documents. The second project was a COVID pandemic simulation game (<https://koronahra.cz/>).

- I contributed to the development of the layout of the web pages and their functionality (HTML, CSS, TypeScript)
- I developed a series of tests in Cypress
- I took part in the design meetings of the applications
- For the game, I worked on the UI design

Crew Member (Jul 2019 – Feb 2020)

Barburrito / Edinburgh

I worked as a crew member in a Scottish Mexican-inspired fast-food chain restaurant.

- I took orders, assembled them and served them to the customers
- I helped to clean the restaurant



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SOFT SKILLS

- ❖ Problem-solving
- ❖ Time/project management
- ❖ Creativity
- ❖ Online/offline communications
- ❖ Adaptability
- ❖ Teamwork
- ❖ Leadership

ART SKILLS

10 / 10

ProCreate, Adobe Sketchbook

9 / 10

Autodesk Sketchbook, Clip Studio Paint

7 / 10

Adobe XD, Photoshop

LANGUAGES

9 / 10

English, Czech

7 / 10

Swedish

PE Instructor (Summer 2016)

Sormlandsidrotten / Eskilstuna

I travelled around the local area as a part of a team to introduce sports and advertise the services of Sormlandsidrotten – offering children to join sports teams, to local families.

- I helped to prepare sport-related activities and then supervised them
- I contributed to the management of scheduling of the programme

Volunteer worker (Summer 2013 & 2014)

Achilleus / ARGO z.s. / Prague

I spent two weeks in each of the summers assisting at a summer camp for kids with special needs.

- I supervised the children
- I helped to plan a schedule and then assisted with the scheduled activities

GAME PROJECTS

Ninja Escape – Global Game Jam 2022

Game: <https://camiecallaghan.itch.io/ninja-escape>

Source code: <https://github.com/McPenquen/GameJam22>

I joined a 7 member team to make a game in 48h with the theme “Duality”. The game is a 2-player 2D platformer developed in Unity – where each player possesses unique abilities that they have to utilize to reach the finish line.

- I helped to design the game and then develop it (C#)
- I also managed to a large degree the whole project
- I was assigned to the management of Git

Gem & Ini – Summer Project 2021

Game: <https://gwooo1.itch.io/summer-game-project>

Source code: <https://github.com/McPenquen/SummerGame>

In the summer of 2021, I have been selected as one of 2 programmers to join a team of 6 (with 2 sound and 2 art designers) to develop a family-friendly game with Xbox controller support within 2 months’ time. The game was a Unity 2D platformer for two players who are joined by a string and have to cooperate to reach the final destination.

- Every two weeks we presented our work to a developer from Build a Rocket Boy for further guidance and feedback



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- I contributed to the design and development of the game (C#)
- I helped to manage the project

Volumetric Shadows (Sep-Dec 2021)

Source code: <https://github.com/McPenquen/AdvancedGamesEng>

I have chosen to investigate and develop volumetric shadows as my project for Advanced games engineering module at my university. I developed an application in Unity demonstrating the shadows at work. The application constructs a shadow via geometry shader and renders it via a stencil buffer for each object in the scene.

- I have developed my own shader that receives light, creates the shadow as well as filters it via the stencil buffer for the object that it is attached to (HLSL & C#)

MAZEND (Jan – May 2021)

Game: <https://fraser-napier.itch.io/mazend>

Source code: <https://github.com/McPenquen/MAZEND>

As part of my Games Engineering module, I have grouped with a classmate to design and develop a game in SFML. The game is a maze that has 3 floors that the player can navigate between via ladders or by jumping down a floor where the floors overlap. They have to find all 7 coins and collect them before the time limit runs out.

- I have designed a game and written GGD for it
- I have developed a game in SFML in C++