CONRAD BURANICZ

GRAPHICS | TECH ART

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EXPERIENCE

MICROSOFT 2024-2026

Halo: Campaign Evolved (2026) | Gears of War: E-Day (2026)

- Simultaneously optimize perf through several devkits: Series S, X, PS5, and ROG Ally Handhelds
- Diagnose Console-only Bugs through GPU Captures and Profilers such as CPU Sims introducing NaNs
- Modify Unreal 5 to expose new features for the Team such Instancing for Deferred Decals and BC1 Alpha
- Create Validation Systems so we prevent Bugs before Content is submitted into Depot

RETRO STUDIOS 2019-2023

Metroid Prime Remastered (2023) | Metroid Prime 4 Beyond (2025)



- Author HDAs to procedurally generate Data-encoded Models and Textures, FlowMap simulations, etc
- Interactive Environmental Effects: Rain, Steam, Lava, Shot Reactions, Visor Effects, etc
- Specialize in authoring Energy-Based visuals: Holograms, Force Fields, Projections, Sci-Fi Glass, etc
- Optimize Content to maintain iron-clad 60 Hz on Switch Hardware, Proprietary Engine

ARKANE STUDIOS 2018-2019

RedFall (2023)

- Procedural Generation with Houdini-Unreal: Road-Generation, Utility Pole Network etc
- Using C++ to extend Engine features, such as VAT System for Blood and Mud Effects
- Complex Visuals such as “Blood Mirages”, “Ocean Barricade”, and Dismemberment

SANZARU GAMES 2016-2018

Marvel Powers United VR (2018) | Asgard’s Wrath (2019) | Spyro Reignited Trilogy (2018)

- Unreal C++ and Blueprint programming for Menus, UI, Developer Tools, and visuals
- Complex gameplay visuals; Interactable Ocean, Procedural Lightning, X-Ray World
- Part of Central Tech; perf optimizations for 90Hz VR Headsets

WAYFORWARD TECHNOLOGIES 2014-2016

Ultimate Spider-Man (2014) | Goosebumps: The Movie (2015) | Shantae: Half-Genie Hero (2016)

- Gameplay programming, including Enemy AI and Dynamic Spawning System for Shantae
- Created Post Process Ocean Shader in HLSL within WayForward’s Proprietary Engine
- Authored pipeline that dramatically reduced level sizes (from 3GB to under 1GB)

PERSONAL PROJECTS

Kakonrad Vulkan Game Engine

- Vulkan 1.3 API hobby engine, integrating DLSS, ImGUI, etc
- Features:: RVT Terrain, Volumetric Fog, and Kawase Bloom

x86 NES Emulator: Conntendo

- Using C++ and SDL2 API, Plays over 90% of NES Library
- Emulates 6502 CPU, PPU, APU, and over a dozen Mappers

Unity Fan Game: Super Mario Super Show

- Unity 5 project, custom lighting, animation, and physics

WonderSwan Homebrew: WonderKong

- Homebrew game written in 8086 Assembly

SOFTWARE AND SKILLS

Vulkan, C++, Unreal Engine, Houdini, DirectX 12 Ultimate, RenderDoc, blender, python, MAYA, Claude

EDUCATION

DEPAUL UNIVERSITY 2009-2013

Bachelor of Science in Videogame Development

- Graduated with Summa Cum Laude Honors: 3.9 GPA