

Artur Kosma

Principal Animation Engineer with 9 years of experience creating AAA gameplay animation systems.

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EXPERIENCE

THE FARM 51

Principal Animation Engineer

2025 – Present

Rescue Drone Simulator: Second Chance

- Populate cities with Unreal 5.8 MetaHuman Mass and ASTP.
- Own animation and movement replication, Mover-based drones, and Enhanced Input for Rescue Drone Simulator multiplayer.
- Shape player/drone handling feel: camera, response curves, and control weight.
- Own the game's CPU budget via Unreal Insights and Animation Budget Allocator.
- Build AnimFlex, an Unreal Engine AI plugin that automates mocap cleanup on MetaHuman Control Rigs, saving artist time.

Lead Combat Engineer

2021 – 2025

Chernobylite 2: Exclusion Zone

- Led a team of 10+ animators, programmers, and character artists: hiring, reviews, Scrum sprints and mentoring talent.
- Owned mocap production across planning, direction, and delivery.
- Designed the full combat loop and owned player 3C, with FPP and TPP on a single skeletal mesh and custom IK solutions.
- Authored a custom C++ Gameplay Ability System so designers can set up abilities without GAS boilerplate, and shipped Motion Matching (Pose Search, databases, trajectory) for the main hero.
- Built Chernobylite 2's dialogue system, MetaHuman character pipeline, and scaled animation tools for the full team.

Lead Animator & Programmer

2019 – 2021

Chernobylite 1

- Led three animators: gave feedback and built DataTable-driven procedural animation tools and MotionBuilder UX plugins.
- Implemented every cutscene in the game.
- Shipped Chernobylite 1 on PC and consoles; owned animation schedule and quality through release.
- Optimized animation, character movement, and collision CPU cost for console frame budgets on Sony devkits.

Animation Programmer

2018 – 2019

Chernobylite 1

- Grew early prototypes into production systems for Chernobylite 1's initial Early Access in 2019.
- Built the dialogue system (logic and animations).
- Directed motion capture sessions for all character animations in the game.

Junior Programmer

2017 – 2018

Chernobylite 1

- Prototyped main-character game input.
- Animated locomotion prototypes for every enemy in the game.
- Built gunplay prototypes in code and animation.
- Joined at the start; owned early animation and rigging pipeline.

SKILLS

Stack

C++, Unreal Engine, linear algebra

Tools

Visual Studio, ReSharper, Unreal Insights, Rewind Debugger, Enhanced Input, Mover, Animation Blueprints, Control Rigs, State Trees, Sequencer, MetaHumans, Mass, IK Retargeter, Maya, MotionBuilder, Perforce, Jenkins, Jira

Focus

Animation systems, CPU optimization, team leadership, procedural animation, 3C & gameplay programming, combat design, animator pipelines, motion capture director, ECS, rapid prototyping

EDUCATION

University of Silesia

2014 – 2017

Engineer, Computer Science

Specialization: Game Programmer

LANGUAGES

Polish, English

OTHER

Polish National Amateur Muay Thai champion