

Dariusz Konieczny

- Junior Unity Developer

About me

I love to experiment and learn new things. My analytical thinking often leads me to discover new bugs. I am currently gaining game development experience, so I can create Hytale mods in the future.

Projects

Steel and Magic Prototype – Unity/C#

<https://edalb.itch.io/steel-and-magic>

2D turn-based strategy designed for mobile devices, playable in browser

Spaceship Infantry Prototype – Unity/C#

<https://edalb.itch.io/spaceship-infantry>

3D top down shooter, playable in browser

Satan Two – Unity/C#

[Google Play release](#)

2D indie game designed for mobile devices

Head In Concrete Mixer Prototype – Unity/C#

<https://edalb.itch.io/head-in-concrete-mixer>

2D Physics based platformer designed for mobile devices, playable in browser

Cybertrunk – Unity/C#

<https://edalb.itch.io/cybertrunk>

2D endless runner designed for mobile devices, playable in browser

Education

Pomeranian University in Słupsk, Słupsk – Engineer, Programmer

October 2018 – Present

Internships

Witkac, Słupsk – Intern back-end web developer

July 2018 – July 2018

Infocity, Słupsk – Apprentice front-end web developer

February 2017 – March 2017

Contact

(+48) 881 727 231

dariusz.dot@gmail.com

Skills

OOP – Skilled

C# – Skilled

Unity 3D – Skilled

Git – Novice

Unit testing – Beginner

C++ – Beginner

Vector art – Beginner

Language

English – B2

Polish – native speaker

Hobbies

Games

Digital art

Mythology

History

Github

<https://github.com/Edalb>

Personal page

<https://edalb.github.io/>

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).