



KACPER GAŚSIOR

PROFILE

I am a game developer with expertise in Unity, AI, and XR development, seeking to create innovative gaming experiences. I have graduated from a Master's degree in Human Centered Artificial Intelligence with focus on game development and UX design at DTU in Denmark, and during my bachelor studies I've studied at PWR in Poland and UMA in Spain during Erasmus. I value working environment where I can learn from more experienced co-workers. I enjoy learning new languages and meeting new people. My spare time I devote to sports and developing towards game industry.

PROFESSIONAL EXPERIENCE

XR Software Developer & Research Assistant

DTU - Copenhagen, Denmark

12.2023-08.2024

- Writing documentation for existing Unity projects
- Implementing user interface for virtual perimetry test
- Research and work on visual aids and perimetry
- Refactoring legacy code to more optimized solutions
- Using Varjo's eye tracking in the project

React Web Developer

CACHET - Copenhagen, Denmark

10.2022-03.2024

<https://www.cachet.dk>

- Version control and collaboration using Git
- Refactoring legacy code to modern solutions
- Collaborating with a UX designer using Figma
- Working in agile methodology
- Leading a complete redesign of the dashboard
- Taking care of automatic linting and code reviews
- Migrating from Redux to React query

CONTACT



015510599529



kacper.b.gasior@gmail.com



Oberstdorf, Germany



github.com/Gasiek



linkedin.com/in/kacper-gasior/

SKILLS

Unity 3D

Unity UI

XR software development

Firebase

Git

Figma

Adobe Illustrator

C#

React.js

TypeScript

JavaScript

EDUCATION

- 2022-2024 Technical University of Denmark
MSc in Human Centered Artificial Intelligence
- 02.2021-07.2021 Erasmus at Universidad de Málaga
Computer Science
- 2018-2022 University of Technology in Wrocław
Bachelor of Computer Science

LANGUAGES

English C1
German A2
Spanish A2
Danish A1

HOBBY

Ski touring
Climbing
Disc golf
Juggling

Lead Game Developer

DADIU - Copenhagen, Denmark 08.2023-12.2023

- Managing version control using Plastic SCM
- Leading a team of four programmers
- Delegating tasks and setting priorities
- Collaborating with cross-functional teams
- Managing time effectively

Unity Game Developer & Co-founder

OakGames - Wrocław, Poland 08.2022-08.2023

<https://oakgames.it>

- Developing VR games and publishing them on AppLab
- Creating games with Universal Rendering Pipeline
- Improving visual rendering quality in VR
- Creating animations with DOTween
- Developing games for AR
- Contact with clients

Unity Game Developer

OakFusion - Wrocław, Poland 02.2022-08.2022

<https://oakfusion.com>

- Developing WebGL games in Unity engine
- Developing 3D games with AI and state machines
- Improving game performance and profiling
- Coding basic shaders
- Connecting to database through REST API
- Optimizing game performance with object pooling

React Web Developer

OakFusion - Wrocław, Poland 02.2022-08.2022

<https://oakfusion.com>

- Implementing Contentful CMS
- Improving SEO
- Creating blog websites with Gatsby generated pages
- Creating SSR pages
- Styling websites with Styled Components
- Communicating with UX designer and implementing designs from Figma in React based websites