KACPER GĄSIOR
GAME DEVELOPER

CONTACT

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SKILLS

Unity

XR development

Firebase

Git

C#

Illustrator

React.js

Figma

PROFILE

I am a computer science engineer, and currently I am pursuing Master's degree in Human Centered Artificial Intelligence with focus on game development and UX design. Creating games is my passion. I study at DTU in Denmark, and during my bachelor studies I've studied at PWR in Poland and UMA in Spain during Erasmus. I enjoy learning new languages and meeting new people. My spare time I devote to sports and developing towards game industry.

PROFESSIONAL EXPERIENCE

Lead Game Developer
DADIU – Copenhagen, Denmark   08.2023-now

- 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
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
- Implementing RFID card input system
- Optimizing game performance with object pooling
- Integrating motion capture camera ZED

Unity Game Developer – Co-founder
OakGames - Wrocław, Poland   08.2022-now
https://oakgames.it

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

React Web Developer
CACHET- Copenhagen, Denmark   10.2022-now
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

MAIN PROJECTS

Mobile arcade game "Spaco"
https://play.google.com/store/apps/details?id=com.unity3d.Spaco

- creating animations
- creating graphics
- programming UI and game logic
- implementing ads
- integrating with Google Play Games Services

AR game "TowAR Defense"

- 3D Modeling and Animation with Blender
- HoloLens integration with MRTK Unity
- spatial Mapping and Interaction

VR game "Alien Defense"
www.oculus.com/experiences/quest/7935548316518766/

- implementing VR mechanics
- working with Universal Rendering Pipeline
- implementing AI and path finding

Endless runner game "Fox Runner"
https://oakpong.com/games/foxrunner/

- working with motion tracking camera ZED
- implementing object pooling