KACPER GĄSIOR

CONTACT

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 github.com/Gasiek

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SKILLS

Unity 3D

Unity UI

Shader graph

XR software development

Firebase

Git

Figma

Adobe Illustrator

C#

React.js

TypeScript

PROFILE

I am a passionate game developer with expertise in Unity, AI, and XR development, dedicated to creating immersive and innovative gaming experiences. I hold a Master's degree in Human-Centered Artificial Intelligence from DTU in Denmark, with a focus on game development and UX design, and gained international experience studying at PWR in Poland and UMA in Spain during my Erasmus exchange.

I thrive in collaborative environments where I can contribute to and learn from others while solving complex challenges. My experience includes developing AI-driven gameplay mechanics, enhancing user experiences in XR projects, and optimizing game performance. In my free time, I enjoy climbing, expanding my technical knowledge, and pursuing personal game development projects to stay ahead in the industry.

PROFESSIONAL EXPERIENCE

XR R&D Engineer

DTU – Copenhagen, Denmark   12.2023-08.2024

- Designed and implemented an intuitive user interface for virtual perimetry tests, ensuring seamless navigation and usability
- Documented a large codebase to improve accessibility for developers
- Conducted research and developed visual aids for perimetry applications
- Refactored legacy code to create optimized and efficient solutions
- Integrated Varjo's eye-tracking technology to enhance virtual perimetry test accuracy

React Web Developer

CACHET – Copenhagen, Denmark   10.2022-03.2024

https://www.cachet.dk

- Facilitated version control and team collaboration using Git
- Refactored legacy code into modern, maintainable solutions
- Collaborated with a UX designer in Figma to improve user experience
- Worked within an agile methodology to deliver iterative improvements
- Led the complete redesign of a dashboard for enhanced usability
- Implemented automatic linting and conducted thorough ode reviews
- Migrated state management from Redux to React Query for improved efficiency

Lead Game Developer
DADIU – Copenhagen, Denmark   08.2023-12.2023

- Managed version control with Plastic SCM for seamless collaboration
- Led a team of four programmers, ensuring code quality and efficiency
- Delegated tasks and set priorities to ensure timely delivery of project milestones
- Collaborated with cross-functional teams to align technical and creative goals
- Optimized time management and task scheduling to meet tight deadlines while maintaining product quality

Unity Game Developer & Co-founder
OakGames – Wrocław, Poland   08.2022-08.2023

https://oakgames.it

- Developed and published VR games on AppLab
- Created games using Unity's Universal Rendering Pipeline
- Enhanced visual rendering quality for VR applications
- Designed animations using DOTween for dynamic game interactions
- Developed immersive AR experiences
- Maintained direct communication with clients to ensure project alignment

Unity Game Developer
OakFusion – Wrocław, Poland   02.2022-08.2022

https://oakfusion.com

- Developed WebGL games using the Unity engine
- Created 3D games with AI behaviors and state machines
- Enhanced game performance through profiling and optimization
- Implemented shaders to improve visual effects
- Integrated REST APIs for database connectivity
- Optimized performance using object pooling techniques

React Web Developer
OakFusion – Wrocław, Poland   02.2022-08.2022

https://oakfusion.com

- Implemented Contentful CMS for efficient content management
- Enhanced website SEO for better search engine visibility
- Developed blog websites using Gatsby static page generation
- Created server-side rendered (SSR) pages for improved performance
- Styled websites using Styled Components for modular and maintainable CSS
- Collaborated with UX designers and translated Figma designs into React-based websites