MACIEJ KREFFT

UNITY / C# DEVELOPER

BORN 09-10-2003

PERSONAL PROFILE

I am a C# programmer / Unity game developer with 3 years of experience in said environment.
Selftaught indepednent gamedev always striving to hone his skills further, open to learning new interesting technologies and different solutions to problems!
Published multiple solo projects, started my adventure as a 14 year old

SKILLS

- Good knowledge of Unity / C# (3y)
- Basic knowledge of Python and its libraries (<1y)
- Git source control
- Advanced proficiency in English
- Software development
- Problem solving
- Design thinking
- Experience with apps such as Trello or Notion, MS Office, Photoshop etc.
- Basic experience with Photon Multiplayer

CONTACT

E-mail: hypergamesdev@gmail.com
Portfolio: haipadev.github.io
LinkedIn: @haipadev

WORK EXPERIENCE

Solo Indie Gamedev - HaipaStudios
July 2017 - currently

- 3 year experience with Unity/C#
- Published projects on Steam and Play Store
- Small multiplayer project on the Photon engine
- The usage of outside systems and plugins including SteamSDK, Patchkit, MongoDB, Sirenix Odin Inspector, EasySave3 etc
- 2 years of experience in GameMaker: Studio

EDUCATION

Technikum nr. 2 in Kościerzyna

Certificate of IT Technician qualifications | September 2019 - April 2023

Certificate of IT Technician qualifications
- Gained knowledge of the basics of C++ programming, webdevelopment, databases and operating systems

INTERESTS

Besides the pure passion for computer science, game development and gaming in general, I am very much into music, Japanese culture and the language, expanding into linguistics in general.
My goal is to be proficient in at least three languages excluding my native