# Maciej Krefft
## Unity/C# Developer

## Summary

Im a young passionate **selftaught** game developer that started through tutorials on YouTube in *GameMaker: Studio*
Ater creating 2 projects through 2017-2019, in 2020 I tried ***Unity*** and it is my current work tool that I have good experience in.

## Education

**2019-2023**
- Technical School *Nr. 2* in Kościerzyna
  IT profile

## Experience

**2017-2019**
- **Solo developer carreer - *HyperGamesDev***
  Through the period of 2017-2019 I worked in *GameMakerStudio* mainly on my bigger project *which was a space shooter*
  I made the base of the game in less than a month
  Then the next 2 years I learned more, designed and programmed even more features!
  In 2018 I tried working on a multiplayer game; in theory everything should work but I had issues with *GMNet*

**2020-...**
- In **2020** I started studying the ***Unity*** engine with *Udemy* courses in which I created a game like *Breakout*. Then when I stated I've learned enough i started work on a sequel to my space shooter which was a lot more complex and interesting I used *Unity Analytics*, *PatchKit, XSolla*.
  I have experience with publishing on Play Store

- **2022** holds a great future as Im working with a team as ***HyperLemonStudios***. We plan on releasing *SSS222* together, with their marketing and video editing help. Also planning a future sideproject with our musician friend

## Contact

E-Mail - personal
**hypergamesdev@gmail.com**

E-Mail - business / studio
**hgdevbusiness@gmail.com**

## Skills

| | |
|---|---|
| Creative thinking | ★★★★☆ |
| Problem solving | ★★★★☆ |
| Learning new technologies | ★★★½☆ |

## Software

| | |
|---|---|
| Unity | ★★★★☆ |
| C# | ★★★★☆ |

## Languages

| | |
|---|---|
| Polish - native | ★★★★★ |
| English - advanced (spoken & written) | ★★★★½ |
| Japanese - beginner | ★★☆☆☆ |

## Interests

Im mainly interested in computer science new technologies, games etc.
But also Japanese culture is a big thing for me