# Kamil Pabiniak - Game Developer

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## Skills

C# - Unity - Unreal Engine - Rider - Visual Studio - Graphic Image Processing - HLSL - Github - HTML - Photoshop - VR Oculus - Unity Editor Tool - XR Interaction Toolkit

## Experience

- **Game Programmer - Indie Games Starter Inkubator**  *2023-2024 -> 6 month*

  **C++ - Team work - Unreal Engine - Testing and debugging - Unreal Tools**

  I (only one progammer) and my team on this placement were tasked with creating a playable project in 6 months.
  I learned to communicate better with the graphic designers in the team.
  I helped implement objects new tools and also special effects for the game. Here I also created a card creation tool for my designer, which made the project go faster than expected.

- **Game Programmer - Rubens Games  - Project name:  B.A.R**  *2023 -> 3 months*

  **C# - Team work - Unity - Unity Canvas - Game optimisation - Event System**

  These were my first practices. I created a game on them together with other apprentices which was eventually not released due to unpromising playability. It was my first lesson in game dev.
  A link to the game trailer I created is on my website or here

## Projects

- **Don't Crash - February 2025**  Unity: VR - SideQuest - XR Interaction Toolkit

  Don't Crash is first approach to VR. In the game we will play a mechanic locked in basement, who has the task of assembling vehicles from various parts available in the workshop, which will have to meet the requirements of our tormentor.

- **Chesspeares - October 2023**  Unity: Gameplay Mechanics - Editors - Tools Creation

  For the past few months we have been working with a team of students on a game similar to "Pawnbarian." I made some cool tools and game mechanics in it.

- **B.A.R - May 2023**  Unity: Multi-Scene Management - Collaboration with Other Programmers - Narrative Integration

  Project B.A.R - Be Aware of Restrictions. The game is modeled on the climate of Papers Please. I was one of two programmers on the team, which gave me a new perspective on how to work with someone. While working, I learned how to work on several scenes to separate the UI, minigames or loading screen.

- **Secel - 2023**  Unity: Platformer Mechanics - Solo Development

  It is a platform game similar to N++ (flash game). In it there are mines, saws, enemies and our hero.
  I programmed everything myself.

- **CatCommando - 2023**  Unity: First Game Development Experience

  My first game. I programmed the shooting mechanics, enemies and skills into it

### Game Jams:

- **Figa de Gattino - 2024**  Unity: Rapid Problem Solving - Enemy Spawning System - Team Collaboration

  During MageJam vol. 7 we had to complete the game in 32h. I demonstrated my ability to solve problems quickly. I developed an interesting system of reviving enemies around the player, which cleverly prevented enemies from appearing in areas blocking movement.

- **Gods Demand Peace - 2023**  Unity: Interactive UI/Canvas Design - Time Management - Tool Development

  The game from the 6th edition of MageJam. In the project, I learned to use the canvas in an interactive way for the players, where, for example, the player could touch an interactive part of the text from the book (in 3D) with the mouse cursor and make predictions.

## Education

- **Collegium Da Vincii in Poznan (Game Development Studies)**  Currently

- **ZSPM Technical High School in Lodz #12**  2018 — 2022