KACPER JAWOROWSKI
GAME DEVELOPER

CONTACT

📞 +48 502 478 108

✉️ Htujer@gmail.com

📍 Poznań, Poland.

🌐 www.kacperjaworowski.com

SOFT SKILLS

- Strong teamwork
- Effective communication
- Problem-solving and critical thinking
- Time management
- Creativity and adaptability
- Passionate about learning and improving

SKILLS

- Game Development: Unity, Unreal Engine 5
- Programming: C#, C++
- Game Design: Class Design, AI Programming, Gameplay Mechanics
- Version Control: Git
- Tools: Kenney Shape, Photoshop
- Developed Portfolio Website Independently (HTML, CSS, JavaScript)
- Project Managment

LANGUAGES

- Polish (Native)
- English (C1 - Fluent)

PROFILE

Passionate game developer with extensive experience in Unity and Unreal Engine. Currently studying Game Development at Collegium da Vinci and fluent in English (C1). Skilled in game design, AI programming, and class design with a focus on creating fun and engaging experiences. A team player who enjoys collaborating on projects and ensuring the best user experience.

WORK EXPERIENCE

- **RUBENS GAMES**   2024
  Intern- Game Developer
  - Collaborated on the development of "Mushroom Survivors" using Unity and Git for version control.
  - Developed AI and core gameplay mechanics using C#.
  - Assisted with game design, including balancing and fine-tuning mechanics to improve player experience.

NON PROFIT PROJECTS

- **Slimetastic**
  - Developed "Slimetastic" using Unity and Git for version control, focusing on a 2D mobile gameplay experience.
  - Implemented slime-merging mechanics, collision detection, and game-over conditions in C#.
  - Handled all core development tasks and integrated art assets from external sources (itch.io).

- **Castle Cart**
  - Collaborated on "Castle Cart," a LAN racing game built in Unity, using Git for effective teamwork.
  - Designed and implemented the main game mechanics, including classes, racing mechanics, and power-up systems.
  - Balanced gameplay and performed testing to ensure an engaging multiplayer experience.

- **Puzzle Keeper**
  - Created "Puzzle Keeper" in Godot with GDScript and Git for version control, focusing on top-down puzzle mechanics.
  - Implemented core logic for AI movement and puzzle interactions to challenge the player.
  - Assisted with puzzle design and iterative balancing to optimize the overall player experience.

EDUCATION

COLLEGIUM DA VINCI 2021- PRESENT
- Bachelor of Game Development