



KACPER JAWOROWSKI

GAME DEVELOPER

CONTACT

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EDUCATION

2021- Present
COLLEGIUM DA VINCI

- Bachelor of Game Development

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.