

SUMMARY

Junior Unity Developer focused on immersive gameplay, audiovisual systems, and UI in Unity using C#. Computer Science student at PJATK with strong engineering habits in debugging, documentation, and structured development. I build polished, playable experiences, iterate quickly based on testing, and care about clean project architecture. Seeking my first professional role or internship in game development.

SKILLS

Unity / Game Development

- Unity 2D & 3D, Scenes, Prefabs, Scriptable Objects
- Player Controllers (FPS movement, sprint, crouch, head bob)
- UGUI (Canvas, RectTransform, Layout Groups, UI Prefabs)
- Physics 2D/3D, collisions, triggers, raycasts
- Game states, event-driven architecture, scene flow
- Interactive environments (doors, windows, props, puzzles)

Audio & Visual Systems

- 3D spatial audio, occlusion, layered sound design
- Dynamic lighting, real-time shadows, volumetric fog/smoke
- VFX (particles, blood effects, impact feedback)
- Cinematic cameras and in-engine cutscenes
- Atmospheric staging and environmental storytelling

Programming

- C# (primary)
- Basic Python, SQL, C++

Tools & Workflow

- Visual Studio
- Git / GitHub
- Jira, TestRail
- Debugging, profiling basics, iterative testing

EDUCATION

- Computer Science PJATK — 2024 - present
- Technical of Graphics & Digital — 2018–2022

CERTIFICATIONS

- Game Development Course in Unity — Jun 2023
- “Software Tester” Course — Apr 2023
- SEP Certification up to 1kV

LANGUAGES

English C1 • German B1

GDPR

Consent given for recruitment purposes.

PROJECTS

Lonely Nights — First-Person Horror (Solo Project)

Gameplay: [LINK](#) Google Drive: [LINK](#)

- Built a narrative first-person horror in Unity with strong focus on realism, atmosphere, and immersion.
- Developed an advanced FPS controller (sprint, crouch, head bob, breathing feedback, spatial audio).
- Created a highly interactive environment with puzzle exploration and reactive objects.
- Produced in-engine cinematic sequences with a moving camera, supported by layered 3D audio with occlusion and dynamic rain.
- Designed firearms combat with impact reactions, blood VFX, zombie SI, and filmic lighting (real-time shadows, volumetric fog, dynamic lightning).

Tech: Unity, C#, UGUI, Physics, Cinemachine, Lighting, VFX, 3D Audio, Visual Studio, Git

Fire Wings — 2D Top-Down Action Game (Solo)

Google Drive: [LINK](#)

- 2D top-down combat with player shooting system
- Enemy wave spawning + basic AI behaviors
- Player health bar + collectible rewards
- Physics2D-based collisions

Tech: Unity 2D, C#, Physics2D

Eater — 2D Arcade Mechanics Prototype (Solo)

Google Drive: [LINK](#)

- Constrained left/right movement system
- Fail state on collision with obstacles
- Risk-reward collectible mechanic

Tech: Unity 2D, C#, Physics2D

EXPERIENCE

Helpdesk IT — Sodexo Polska (Oct 2024 – Dec 2025)

- Automated internal IT processes using scripts and tools.
- Diagnosed technical issues via Jira under time pressure.
- Created technical documentation and infrastructure maps.
- Configured workstations, networks, and user access.

Web Developer — RIMET (Aug 2025 – Dec 2025)

- End-to-end website development.
- Implemented responsive UI and performance optimization

CRM Specialist — ERPSPACE (Aug – Nov 2025)

- Independently led client implementation projects from discovery to delivery.
- Translated business requirements into documented system solutions.
- Coordinated technical tasks, timelines, and stakeholder communication.
- Acted as primary technical contact for clients, resolving issues and requests.