

Mateusz Kuzniewski

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A software engineer with focus on game development with **3 years** of professional experience in **Unity3D** and **C#**. Adept with **C++**, **GLSL**, **HLSL**, **OpenGL**, and keen interest in learning more modern frameworks. Proficient in **game development**. Excellent teamwork and communication skills.

Work Experience

2022 - 2025 **West Pier Studio - Unity Developer**

- Contributed to the development and enhancement of core features of the app.
- Improved the maintainability and readability of the codebase by refactoring large areas of **legacy** code to higher, modern standards.
- Improved modularization of the code by breaking up large monolith classes into smaller modules while keeping intended behaviour intact.
- Rewrote code to better fit **MVC** pattern.
- Reviewed **pull-requests** and provided feedback, ensuring code quality and consistency is kept.
- Created interactive documentation of the application-side codebase using **Doxygen**.
- Managed assigned tasks in **Jira**, ensuring they are completed on time.
- Wrote and maintained **unit tests**.
- Participated in recruitment; evaluated candidate applications and conducted interviews.

Technical Skills

- **Unity**
Modern C#, Unity Physics, Rendering pipelines (URP, SRP), VFX Graphs, Post-processing
- **Unreal**
Modern C++ (14/17), Blueprints, Custom materials
- **Skills and tools**
MVC architecture, Jira, Git, Unity editor tooling

Education

2018 - 2021 **Kingston University** - BSc Games Programming - First Class with Honours