KWIATKOWSKI
JACEK

Unity Developer

CONTACT

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SOCIAL

JACEK KWIATKOWSKI

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? WHO AM I

I am a passionate gamer, and I have decided to combine my hobby with work. After obtaining a degree in computer engineering from the University of Silesia, I decided to immediately start working! I have been working with Unity and C# for 4 years, and I aspire to further develop my skills. In pursuit of this goal, I am looking for a company where I can showcase my abilities and unleash my creativity!

💼 EXPERIENCE

Controll Check
Saint-Gobain — 2013 - 2014

Estate Agent Assistant
Dukalska Nieruchomości — 2014 - 2018

Controll Check
DPD Netherlands — 2018.07 - 2018.09

Recepcionist
Orange Tree Hotel — 2018.11 - 2020.04

Unity Developer
Black Rose Projects S.A. — 2020.06 - 2024.02

- Porting games to various platforms including Oculus Quest, PS, XBOX, Nintendo Switch, Mobile - using UnityEngine with C#
- C#, UnityEngine, VR, .NET, GIT, Tortoise SVN
- Designing, implementing, and polishing new features and UI.
- Remaking the whole project using existing assets to create completly new gameplay.
- Solving hard-optimization problems, both CPU and GPU sided.
- Leading junior projects and introducing Unity concepts to them
- Creating editor tools

🧩 SKILLS

Unity Engine

Visual Studio / VSC

Gameplay/UX design

C#

Linux

Python