SZYMON MOZOL

UNITY DEVELOPER/PROGRAMMER

I am a **bachelor's degree holder in Computer Science at WSB Merito University in Wrocław with specialization in cloud application developer**. I spend most of my time creating games in **Unity Engine** with emphasis on programming them. I am learning to program in **C#** but i also know **Java** and **C++**. I can write **clean**, **optimal** and **efficient code**. I know the Unity engine very well, I can use **event system**, **animations**, **UI**, **particle system**, **lighting system**, **sound system**, **the new Input system**, **import assets and configure them**, **handle 2D/3D graphics** and much more. Ever since my childhood, I have cultivated a deep fascination for video games. Creating, playing, immersing myself in discussions about them, and avidly watching gaming content are my primary passions.

PERSONAL DATA

NAME
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LINKEDIN

WEBSITES

- MYSITE
- GITHUB
- ITCH.IO
- NEWGROUNDS
- FIVERR
- YOUTUBE

SKILLS

- C#
- UNITY ENGINE
- GIT
- CODE OPTIMIZATION
- DESIGN PRINCIPLES
- DESIGN PATTERNS
- ALGORITHMS AND DATA STRUCTURES
- JIRA

LANGUAGES

POLISH (NATIVE)

ENGLISH (B2)

GERMAN (A1)

WORK EXPERIENCE

2023 - Present	Freelance Game Developer
Mar 2024 - Jun 2024	Junior Web Developer Weni Solutions, Nysa
Jan 2023 - Apr 2023	IT specialist - Intern Collins Aerospace, Wrocław
Jan 2021 - Dec 2021	IT specialist Żabka Poland
Jan 2019 - Jun 2019	IT specialist Specialist Hospital MSWiA in Głuchołazy

EDUCATION

2020 - 2023	Bachelor degree WSB Merito University, Wrocław
2016-2020	Secondary education Zespół Szkół i Placówek Oświatowych, Technikum nr 2, Nysa I also obtained an IT Technician license

CERTIFICATE

2023	ISTQB Certified Tester Foundation Level
2018	Cisco IT Essentials

PRIVACY STATEMENT