SZYMON MOZOL

UNITY DEVELOPER/PROGRAMMER

I hold a **Bachelor's degree in Computer Science from WSB Merito University** in Wrocław, with a specialization in **Cloud Application Development**. I am a **Unity Developer** with a **strong programming background in C#**, and additional experience in **Java and C++**. I specialize in building scalable game systems, implementing multiplayer with **Photon PUN**, and integrating online services such as **PlayFab** and **Steamworks**. I am proficient in Unity subsystems including the **event system, UI, animation, lighting, particles, sound, and the new Input System, with experience in both 2D and 3D development, code optimization, and applying design patterns and clean architecture principles**. Additionally, I have completed a **six-month Unreal Engine 5 course led by a Senior Developer from CD Projekt Red**, and I continue to expand my skills in this engine. I also have professional experience as a **Help Desk Specialist (1st and 2nd line)**, which gave me solid knowledge of **computer hardware, operating systems, software testing, and networks.**

PERSONAL DATA

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LINKEDIN

WEBSITES

MYSITE

GITHUB

ITCH.IO

NEWGROUNDS

FIVERR

YOUTUBE

SKILLS

- **C#**
- **UNITY ENGINE**
- **UNREAL ENGINE 5**
- **GIT**
- **DOTWEEN**
- **STEAMWORKS.NET**
- **PHOTON PUN 2**
- **CODE OPTIMIZATION**
- **DESIGN PRINCIPLES**
- **DESIGN PATTERNS**
- **ALGORITHMS AND DATA STRUCTURES**
- **JIRA**

LANGUAGES

POLISH (NATIVE)

ENGLISH (B2)

GERMAN (A2)

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

2024 — Unreal Engine Game Developer
Laba IT

2023 — ISTQB Certified
Tester Foundation Level

2018 — Cisco IT Essentials

PRIVACY STATEMENT

hereby give consent for my personal data to be processed for the purpose of conducting recruitment for the position for which I am applying.

SZYMON MOZOL

PORTFOLIO

THE CHESS (<u>STEAM</u>)
ROLE: UNITY DEVELOPER

- IMPLEMENTED ONLINE GAMEPLAY USING PHOTON PUN (SYNCHRONIZATION OF MOVES AND GAME LOGIC)
- DEVELOPED A LEADERBOARD SYSTEM (PLAYFAB/STEAMWORKS) WITH DYNAMIC SCORING (1 POINT – WIN, 0.5 POINT – DRAW)
- DESIGNED AND IMPLEMENTED A COMPREHENSIVE UI, INCLUDING CAPTURED PIECES, MOVE HISTORY, CAMERA/LIGHTING CONTROLS, AND MULTIPLE OPTION/HELPER PANELS.
- IMPLEMENTED AN OPTIONS PANEL WITH SETTINGS STORED IN A GLOBAL SINGLETON MANAGER
- ANIMATED THE USER INTERFACE USING DOTWEEN

AWAKEN INFINITY (<u>STEAM</u>)
ROLE: UNITY DEVELOPER

- DESIGNED AND DEVELOPED THE ENTIRE 2D GAMEPLAY AND CORE SYSTEMS IN UNITY
- IMPLEMENTED 2D GAME MECHANICS, UI, EVENT SYSTEMS, LIGHTING, AND PARTICLE EFFECTS
- INTEGRATED AND OPTIMIZED COMMISSIONED GRAPHICS AND ASSETS
- BUILT SCALABLE ENGINE-SIDE ARCHITECTURE TO SUPPORT FUTURE FEATURES AND CONTENT
- MANAGED FULL DEVELOPMENT PIPELINE: FROM PROTOTYPING TO PLAYABLE BUILD
- IMPLEMENTED GAMEPLAY PROGRESSION SYSTEMS (LEVELS, PLAYER STATS, AND IN-GAME EVENTS)
- CONDUCTED TESTING, DEBUGGING, AND OPTIMIZATION TO ENSURE SMOOTH PERFORMANCE AND STABILITY

THE VIOLINIST'S LEGACY (<u>ITCH.IO</u>)
ROLE: UNITY DEVELOPER

- DEVELOPED THE CORE 3D GAMEPLAY MECHANICS AND OVERALL PROJECT STRUCTURE WITHIN A LIMITED JAM TIMEFRAME
- IMPLEMENTED 3D UI INTEGRATION, ANIMATIONS, AND AUDIO SYSTEMS TO ENHANCE THE NARRATIVE ATMOSPHERE
- COLLABORATED WITH A SMALL TEAM, COORDINATING TASKS AND INTEGRATING ASSETS EFFICIENTLY
- ENSURED A FULLY PLAYABLE, POLISHED 3D BUILD READY FOR SUBMISSION WITHIN THE DEADLINE
- ADAPTED QUICKLY TO TIME AND RESOURCE CONSTRAINTS, DELIVERING FUNCTIONAL SOLUTIONS UNDER PRESSURE

NINJA FROG (<u>ITCH.IO</u>)
ROLE: UNITY DEVELOPER

- DESIGNED AND IMPLEMENTED A 2D CHARACTER CONTROLLER (MOVEMENT, JUMPING, BASIC COMBAT)
- BUILT CORE PLATFORMING MECHANICS INCLUDING COLLISIONS, PHYSICS INTERACTIONS, AND LEVEL PROGRESSION
- CREATED A SIMPLE UI SYSTEM (MENUS, HUD, BASIC FEEDBACK)
- DESIGNED AND ASSEMBLED MULTIPLE PLAYABLE LEVELS TO SHOWCASE THE GAMEPLAY LOOP
- GAINED FUNDAMENTAL EXPERIENCE IN 2D GAME DEVELOPMENT, LAYING THE GROUNDWORK FOR FUTURE PROJECTS