














## PERSONAL DATA

-  **NAME**  
SZYMON MOZOL
-  **ADDRESS**  
KLEVE, HOFFMANNALLEE
-  **PHONE NUMBER**  
+48 512 743 315
-  **EMAIL**  
SZYMONMOZOL123@GMAIL.COM
-  **LINKEDIN**

## WEBSITES

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

## SKILLS

- C#
- UNITY ENGINE
- UNREAL ENGINE 5
- GIT
- CODE OPTIMIZATION
- DESIGN PRINCIPLES
- DESIGN PATTERNS
- ALGORITHMS AND DATA STRUCTURES
- JIRA

## LANGUAGES

- POLISH (NATIVE)
- ENGLISH (B2)
- GERMAN (A2)

# 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**.



## 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 Głucholazy



## 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

### THE CHESS (STEAM)

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
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## AWAKEN INFINITY

### AWAKEN INFINITY (STEAM)

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
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## THE VIOLINIST'S LEGACY: A TALE OF ECHOING TRAGEDY

### THE VIOLINIST'S LEGACY (ITCH.IO)

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
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## NINJA FROG

### NINJA FROG (ITCH.IO)

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