



Artur Niemiec

Game Designer

I am a Unity developer, having successfully published 3 major personal projects and currently working on another.

Work Experience

07.2024 – present

Programming trainer / Coding Gigants / Remote

06.2023 – 09.2023 [4 mies.]

CNC machine operator / Siemens / Bad-Neustadt a.d.S.

Kontakt

E-mail:

rtrniemiec@gmail.com

Phone number:

+48 799 201 160

Address:

Cracow, Poland

Website:

<https://anindustries.tech>

Skills

Unity

C#

C++

JavaScript

React

UI/UX

Languages

English: Advanced

Polish: Native

German: Intermediate

Education

10.2023 – present

AGH University of Cracow

Computer Science in Engineering

Projects

04.2024 – present

Space Strategy - Unity

Intricate strategy set in space, where you both manage your colonies and internal conflicts.

12.2023 – 04.2024

ANI Engine - Unity

Game engine enhanced with Visual Scripting

06.2022 – 10.2022

GravAssist - Unity

A puzzle game, where you use the maneuver of gravitational assist.

Links

GitHub

<https://github.com/MrNtex>

LinkedIn

<https://www.linkedin.com/in/artur-niemiec/>

Portfolio

<https://anindustries.tech>

