



# 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

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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>