Artur Niemiec
Software develper

I am an ASP.NET and 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-Neustad a.d.S.

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

09.2023 – 11.2023
Portal Chess - *React Native*
A fresh take on the timeless strategy.

06.2022 – 10.2022
GravAssist - *Unity*
A puzzle game, where you use the mauver of gravitational assist.

Links
GitHub
https://github.com/MrNtex
LinkedIn
https://www.linkedin.com/in/artur-niemiec/

Kontakt

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Skills
Unity
C#
C++
JavaScript
React
UI/UX

Languages
English: B2 - pursuing C1
Polish: Native
German: Intermediate