Piotr Skrzypa

Senior Unity Developer

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Summary

For 8 years, I have been creating games with Unity, including over 6 years professionally. I have worked on productions for mobile platforms, PC, VR, and consoles. I have participated in the full game development cycle — from designing architecture, through implementing mechanics and user interfaces, to debugging and optimization. I also have experience in managing development teams and creating developer tools.

Skills

- Unity
- Visual Studio
- C#
- GIT
- Addressables
- Shader Graph
- VFX Graph

- UniTask
- Zenject
- UniRx / R3
- Odin Inspector
- Porting to consoles
- Teamwork

Experience

Simplicity Games, Programista Unity3D, November 2017 – February 2018

- **Ski Jump Challange** (Android, iOS)
  - Created the user interface based on the designer's guidelines
  - Collaborated with teams of developers, artists, and designers

Primebit Games S.A., Senior Unity Developer, February 2019 – Present

- **Clash II** (PC)
  - Led the development team
  - Created the entire game architecture
  - Created a map editor for the design team
  - Optimized memory usage using Profiler and Memory Profiler, implemented resource loading with Addressables
  - Developed a unit management system
  - Developed a unit skill system
  - Developed a unit equipment system

- Developed a UI window management system and animations using the DOTween library

- **Inside Grass** (Android, iOS)
  - Fixed existing bugs

- **8 Minute Empire** (Nintendo Switch)
  - Ported a mobile game to the Nintendo Switch platform, including adding gamepad support, adjusting controls, and user interface

- **Caveman Chuck** (Nintendo Switch)
  - Ported a mobile game to the Nintendo Switch platform, including adding gamepad support, adjusting controls, UI, and save system
  - Supervised the certification process

- **Dark Tower** (Nintendo Switch)
  - Ported a mobile game to the Nintendo Switch platform, including adding gamepad support, adjusting controls, UI, and save system
  - Supervised the certification process

- **VRFitness** (Samsung Gear VR)
  - Developed two games for Samsung Gear VR headsets in collaboration with stationary bicycles and for an external client
  - Created a multiplayer module offering races with other players on a local Wi-Fi network
  - Optimized performance to ensure smooth gameplay

Education

Computer Science, Master's Degree, Rzeszów University of Technology ,
February 2018 – July 2019

- Master's thesis: "Artificial Intelligence Algorithms Solving the Shortest Path Problem," grade: 5

Computer Science, Bachelor's Degree, Rzeszów University of Technology,
October 2014 – February 2018

- Overall GPA: 4.6
- Bachelor's thesis: "Application of Artificial Intelligence Algorithms in Computer Games," grade: 5