

# DOMINIK DADAŃSKI

# UNITY DEVELOPER d.dadanski@gmail.com | (48) 881 046 118

**CERTIFICATIONS** 

#### INFORMATION TECHNOLOGY SPECIALIST IN HTML AND CSS

**CERTIPORT** 

2022

IT ESSENTIALS

**CISCO** 

2019

**EXPERIENCE** 

#### UNITY DEVELOPER

PLAY2CHILL

April 2024 - Present

- Developed and optimized core gameplay systems for "Aztecs: The Last Sun"
- Implemented scalable game architecture and maintained clean, efficient code
- Collaborated with cross-disciplinary teams to integrate design, art, and technical features
- Contributed to the successful public demo release as one of the lead developers

#### **UNITY DEVELOPER INTERN**

PLAY2CHILL

January 2024 - April 2024

- Converted Figma mockups into responsive and interactive UI components in Unity
- Ensured pixel-perfect design fidelity and smooth user interaction
- Assisted in gameplay prototyping and iterative system testing across builds

#### **EDUCATION**

#### **BACHELOR'S DEGREE IN GAME DEVELOPMENT**

COLLEGIUM DA VINCI, POZNAN

October 2022 - May 2025

- Took initiative in coordinating teammates, supporting other programmers, and keeping projects on track from a technical standpoint
- Implemented core gameplay and networking features in student projects

#### **SKILLS**

- C#
- Teamwork
- Fast Learner Debugging
- Adaptability
- Problem Solving

- Design Patterns
- Agile
- Reliability

### **TOOLS**

• Unity

Trello

• Jira

- Miro
- Notion
- Rider
- Figma
- Git
- Plastic SCM

### **HOBBIES**

• Polish - native

• English - fluent

– LANGUAGES

- Running & Hiking
- Tabletop Roleplaying Games
- Cooking

## **PROJECTS**

### **AZTECS: THE LAST SUN**

PLAY2CHILL

- Identified and fixed 100+ bugs including game-breaking save issues, memory leaks, and other problems pre- and post-early access launch
- Built dialogue system supporting branching conversations, character responses, and narrative choices integrated with quest logic
- Optimized game performance to handle large-scale cities without frame drops

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).