



DOMINIK DADAŃSKI

UNITY DEVELOPER

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

CERTIFICATIONS	
INFORMATION TECHNOLOGY SPECIALIST IN HTML AND CSS	2022
CERTIPORT	
IT ESSENTIALS	2019
CISCO	

EXPERIENCE	
UNITY DEVELOPER	April 2024 - Present
PLAY2CHILL	
<ul style="list-style-type: none"><li>Developed and optimized core gameplay systems for “Aztecs: The Last Sun”</li><li>Implemented scalable game architecture and maintained clean, efficient code</li><li>Collaborated with cross-disciplinary teams to integrate design, art, and technical features</li><li>Contributed to the successful public demo release as one of the lead developers</li></ul>	
UNITY DEVELOPER INTERN	January 2024 - April 2024
PLAY2CHILL	
<ul style="list-style-type: none"><li>Converted Figma mockups into responsive and interactive UI components in Unity</li><li>Ensured pixel-perfect design fidelity and smooth user interaction</li><li>Assisted in gameplay prototyping and iterative system testing across builds</li></ul>	

EDUCATION	
BACHELOR’S DEGREE IN GAME DEVELOPMENT	October 2022 - May 2025
COLLEGIUM DA VINCI, POZNAN	
<ul style="list-style-type: none"><li>Took initiative in coordinating teammates, supporting other programmers, and keeping projects on track from a technical standpoint</li><li>Implemented core gameplay and networking features in student projects</li></ul>	

SKILLS		LANGUAGES	
<ul style="list-style-type: none"><li>C#</li><li>Teamwork</li><li>Design Patterns</li></ul>	<ul style="list-style-type: none"><li>Fast Learner</li><li>Debugging</li><li>Agile</li></ul>	<ul style="list-style-type: none"><li>Adaptability</li><li>Problem Solving</li><li>Reliability</li></ul>	<ul style="list-style-type: none"><li>Polish - native</li><li>English - fluent</li></ul>
TOOLS		HOBBIES	
<ul style="list-style-type: none"><li>Unity</li><li>Jira</li><li>Trello</li></ul>	<ul style="list-style-type: none"><li>Miro</li><li>Rider</li><li>Figma</li></ul>	<ul style="list-style-type: none"><li>Notion</li><li>Git</li><li>Plastic SCM</li></ul>	<ul style="list-style-type: none"><li>Running &amp; Hiking</li><li>Tabletop Roleplaying Games</li><li>Cooking</li></ul>

PROJECTS	
AZTECS: THE LAST SUN	
PLAY2CHILL	
<ul style="list-style-type: none"><li>Identified and fixed 100+ bugs including game-breaking save issues, memory leaks, and other problems pre- and post-early access launch</li><li>Built dialogue system supporting branching conversations, character responses, and narrative choices integrated with quest logic</li><li>Optimized game performance to handle large-scale cities without frame drops</li></ul>	