DOMINIK DADAŃSKI

GAME DEVELOPER

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PROFESSIONAL EXPERIENCE

Unity Developer, Play2Chill — Jan 2024 - Present

- Debugged and resolved 150+ issues including game-breaking bugs, memory leaks, and UI problems throughout development cycle.
- Worked within 30+ person team coordinating with design, art, and production departments to align technical implementation with creative vision.
- Rapidly adapted to mid-development codebase and delivered core systems within first months: disease propagation mechanics, persistent save system managing city state, and branching dialogue framework.

PROJECTS

Aztecs: The Last Sun — Jan 2024 - Present

Aztec-themed city builder with complex population simulation and resource management

- Utilized Unity Profiler to identify critical bottlenecks and optimized code architecture, improving performance from unplayable 20 FPS to smooth 60 FPS in cities containing 50+ buildings and 150+ concurrent agents
- Translated Figma UI mockups into Unity interfaces, maintaining design fidelity and implementing responsive layouts for menus, HUD elements, and city management panels.
- Built Unity Editor extensions with custom inspectors and debugging visualizations, empowering non-technical team members to configure and test gameplay systems independently.

Wonderdeck — Nov 2024 - Jun 2025

Multiplayer blackjack card game with real-time PvP gameplay

- Architected complete multiplayer networking system using FishNet with server-authoritative logic preventing client-side manipulation of card draws and game outcomes.
- Designed and developed full game loop as sole programmer: gameplay mechanics, UI systems, card animations, and player interaction flows.
- Created network synchronization for card hands, turn phases, betting state, and score tracking maintaining consistent game state between players.

SKILLS

Version Control Tools	Unity (Editor tools, UI, multiplayer)	Agile (Scrum)
C# Programming	Debugging	Teamwork

EDUCATION

Collegium Da Vinci — Oct 2022 - May 2025

Bachelor's degree in Game Development

- Led programming teams as primary developer, managing Git repositories, resolving merge conflicts, and mentoring teammates on version control workflows.
- Coordinated development timelines and technical priorities to deliver playable prototypes within academic deadlines across multiple student projects.

ADDITIONAL INFORMATION

- **Languages:** Polish, English
- **Certifications:** Information Technology Specialist in HTML and CSS (Certiport), IT Essentials (Cisco)
- **Hobbies:** Running & Hiking, Tabletop Roleplaying Games, Cooking