

DOMINIK DADAŃSKI

JUNIOR PROGRAMMER

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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

- **Identified critical bottlenecks** utilizing Unity Profiler and **optimized code architecture**, improving performance from 20 FPS to 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)

C# Programming
Debugging

Teamwork
Agile (Scrum)

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