Sebastian Latka

Computer Programmer
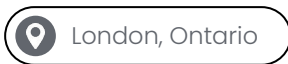
London, Ontario

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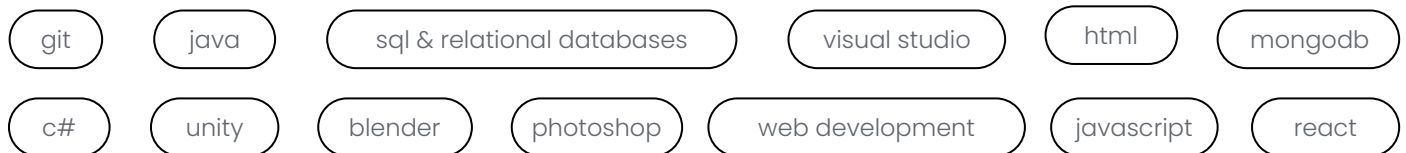
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(226) 962-3970

Personal Portfolio

SUMMARY

Motivated and detail-oriented Software Developer with half a decade of experience in game development using Unity and C#. Proficient in designing and deploying mobile and desktop applications with a focus on procedural generation, bug diagnosis, and user engagement. Strong collaborative skills with proven success in managing time-sensitive projects and consistently delivering high-quality results.

SKILLS

git • java • sql & relational databases • visual studio • html • mongodb

c# • unity • blender • photoshop • web development • javascript • react

EDUCATION

Computer Programmer
Conestoga College, Waterloo, ON

EXPERIENCE

Unity Mobile Developer | Game Development

Adknown | August 2025 – December 2025

- Developed 7 complete mobile games end-to-end within tight 10-day development cycles, consistently delivering polished and fully functional products.
- Led full-cycle game production, including concept ideation, gameplay design, asset creation, coding, testing, and deployment.
- Designed all game art and UI/UX elements, from character concepts to final in-game assets, ensuring consistent visual identity and player-friendly interfaces.
- Programmed entire game logic and systems using efficient and maintainable code, optimizing performance across diverse mobile devices.

PERSONAL PROJECT | Game Development

Rise of Anura | 2021 – Present

- Designed and developed a unique frog character with engaging animations and interactions.
- Implemented procedural world generation to create dynamic and replayable environments.
- Developed AI-driven enemies and an immersive combat system for challenging gameplay.
- Created and integrated custom assets to enhance visual storytelling and bring the game world to life.

PERSONAL PROJECT | Game Development

BlockyBounce | March 2020 – August 2020

- Designed, developed, and published a 2D vertical platformer for Android and iOS.
- Created simple yet engaging mechanics with jump and directional movement controls.
- Implemented enemy interactions, collectible coins for unlockable skins, and an in-app leaderboard API for competitive high scores.
- Integrated Unity Ads and in-app purchases, offering ad removal and exclusive skin options.