# **Mateusz Kusionowicz**

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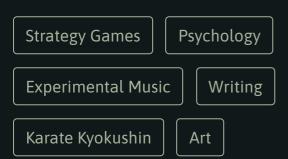
## **Skills**



Polish · Native

## **&** Interests

English · C1



# **⊟** Work Experience

Lead Developer, Cubepotato Games 2

01/2022 - present | Remote

- Managing 6-person team to deliver milestones.
- Crafting Level Editor for creating all levels, along with user generated content (UGC).
- Supervised and fulfilled deliverables for an external investor.
- Developed immersive UI that lead to second place at HackYeah 2022.

### Unity Developer, Draw Distance ☑

06/2023 - 06/2024 | Kraków

- Implemented Flow with Unity UI Toolkit a visual dialogue and quest node graph for the narrative team.
- Prepared the game for PlayStation, Xbox and Nintendo consoles.
- Used Unity Addressables to implement Dependency Injection system.

### Unity Developer, Wenkly Studio 2

03/2022 - 05/2023 | Remote

- Developed multiplayer features with Photon
  Fusion for VR seamless open world game.
- Improved game performance by 32% using optimization techniques from Unity.

#### **Unity Developer,** Rejected Games □

11/2021 - 03/2022 | Remote

- Refactored code for future reusability and better readability for other programmers.
- Implemented fish flocking behaviour as **State**Machine.

## Awards

**Top 5 - HackYeah 2024** □

**Top 5 - KrakJam 2024,** Digital Dragons □

**1st Place - Steelworks Hi-Tech Jam 2023,** AGH University Main Library ☑

**2nd Place - HackYeah 2022,** Centrum Rozwoju Przemysłów Kreatywnych ☑