

# Mateusz Kusionowicz

## Unity Developer

📍 Kraków, Poland

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## 🧠 Skills

C#

.NET Core

Unity

Git

Photon Fusion (Multiplayer)

VR

Responsive Unity UI

Design Patterns

English • C1

Polish • Native

DOTween

Steamworks

Custom Unity Editor

## 🔑 Interests

Video Games

Karate Kyokushin

Psychology

Experimental Music

Writing

Reading

## 👛 Work Experience

### Unity Developer, Wenkly Studio [🔗](#)

03/2022 – present | Remote

- Developed **multiplayer** features with **Photon Fusion** for **VR** seamless open world game with RPG elements
- Helped improve **game performance** by **32%** through optimization techniques recommended from Unity
- Written **custom Unity Editor tools** to help developers and graphic designers achieve their Sprint goal

### Producer, Cubepotato Games [🔗](#)

01/2022 – 08/2022 | Remote

- Programmed upgrade system inspired by Hades game using **Composition over OOP** code design
- Implemented external APIs like **Steamworks** and delivered Steam milestone builds
- Optimized **framerate stability** after game jam resulting in a approx. **30%** FPS on average increase

### Unity Developer, Rejected Games [🔗](#)

11/2021 – 03/2022 | Hybrid/Katowice

- Refactored code for **future reusability** and **better readability** for other programmers
- Engineered initial implementation of fish flocking behaviour as **State Machine**

## 🏆 Awards

**2nd Place at HackYeah 2022 "Game Development #1 - Polish Great Battles",**  
*Centrum Rozwoju Przemysłów Kreatywnych* [🔗](#)