

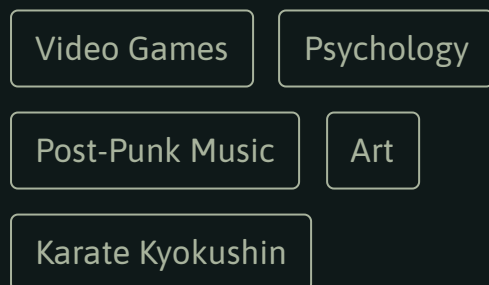
# Mateusz Kusionowicz

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## Skills



## Interests



## Work Experience

### Lead Developer (Telegraphist 1920, Decorporation), Cubepotato Games

01/2022 – present | Remote

- Managing 6-person team to **deliver milestones**.
- Creating **Level Editor** that supports custom songs for **rhythm game**.
- Worked on **FPS** gunshots using Unity's **VFX Shader Graph**.

### UI/UX Developer (Vampire the Masquerade, Onyx, Atlas), 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 game for certification for **PlayStation, Xbox** and **Nintendo** consoles.
- Programmed custom camera behaviours for **Cinemachine**, invoking intended claustrophobic feeling.

### Unity Developer (Survival Nation), Wenkly Studio

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 (Mr. Prepper), Rejected Games

11/2021 – 03/2022 | Remote

- Implemented fish flocking behaviour as **State Machine**.
- Fixed major bugs with **Inventory system** that players reported on Discord.

## Awards

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

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