

Mateusz Kusionowicz

✉ mateusz@kusionowicz.com

🌐 kusionowicz.com

🐙 github.com/TheMatiaz0

🧪 Skills

Unity

C#

Git

UI/UX Design

Unity UI Toolkit

DOTween

Figma

Scrum

Photon Fusion (Multiplayer)

Unity Shader Graph

English · C1

🎵 Interests

Video Games

Karate Kyokushin

Psychology

Post-Punk Music

📁 Work Experience

Lead Developer (Telegraphist 1920: Beats of War), Cubepotato Games [🔗](#)

01/2022 – present | Remote

- Design and implementation of an immersive UI that helped to secure **second place** at HackYeah 2022.
- Supervising and fulfilling deliverables with an **external investor**.
- Crafted **Level Editor** for creating all levels, along with **user generated content (UGC)**.

UI/UX Developer (Vampire the Masquerade: Reckoning of New York), Draw Distance [🔗](#)

06/2023 – 06/2024 | Kraków

- Implemented Flow with **Unity UI Toolkit** - a **visual dialogue and quest node graph** for the narrative team.
- **Designed UI (using Figma)** that was appreciated by VtM players.
- **Analysed wireframes** with psychology for UX iterations.
- Built creative visual effects in **Unity Shader Graph**.

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

03/2022 – 05/2023 | Remote

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

🏆 Awards

1st Place - Steelworks Hi-Tech Jam 2023,
AGH University Main Library [🔗](#)

2nd Place - HackYeah 2022, Centrum
Rozwoju Przemysłów Kreatywnych [🔗](#)