

Mateusz Kusionowicz

m.kusionowicz.com | [GitHub](#) | [LinkedIn](#)

Email: mateusz@kusionowicz.com

SKILLS

C# | Unity | .NET Core | English (C1) | Polish (native) | Git/SVN | Design Patterns | Photon Fusion (multiplayer) | VR | Unity UI | DOTween

WORK EXPERIENCE

Unity Developer (Survival Nation)

03/2022 - Present

Wenkly Studio

Remote

- Developed **multiplayer** features with **Photon Fusion** for **VR** seamless open world game with RPG elements
- Applied **critical bug-fixes** just before Demo builds through **rapid debugging**
- Helped improve **game performance** by **32%** through optimization techniques recommended from Unity
- Created various **Unity Editor** tools to help developers and graphic designers achieve their Sprint goal

Producer (Decorporation)

01/2022 - 08/2022

Cubepotato Games

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 (Mr. Prepper)

11/2021 - 03/2022

Rejected Games

Hybrid/Katowice

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

PROJECTS

Keep it Cool, Man

08/2021 - 07/2022

- Coded all animations using C# library named **DOTween**
- Built game around Unity's **Scriptable Objects** and **Object Pooling**

AWARDS

2nd Place at HackYeah 2022 "Game Development #1 - Polish Great Battles"

11/2022

Centrum Rozwoju Przemysłów Kreatywnych

Kraków

INTERESTS

Video Games (favorite: Battlefield 1, Game Dev Tycoon, Mount and Blade) | Karate Kyokushin | Psychology | Music | Reading | Writing