Mateusz Kusionowicz
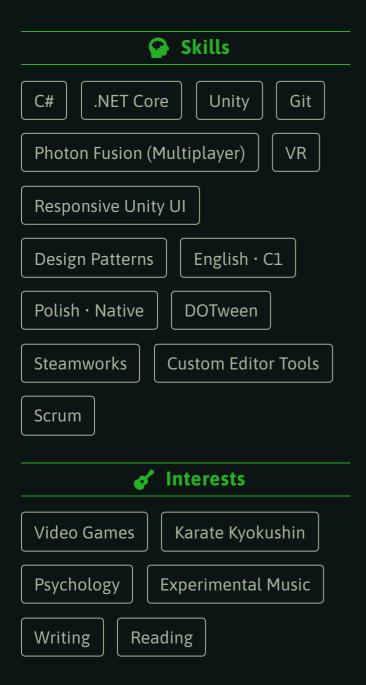
Unity Developer

📍 Kraków, Poland

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🖰 m.kusionowicz.com

🐙 github.com/TheMatiaz0

🧠 Skills

- C#
- .NET Core
- Unity
- Git
- Photon Fusion (Multiplayer)
- VR
- Responsive Unity UI
- Design Patterns
- English · C1
- Polish · Native
- DOTween
- Steamworks
- Custom Editor Tools
- Scrum

🎸 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 by 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.
- Optimized **framerate stability** after game jam resulting in an 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 - HackYeah 2022, *Centrum Rozwoju Przemysłów Kreatywnych* ⬈

Category: "Game Development #1 - Polish Great Battles"