

Mateusz Kusionowicz

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🧪 Skills

Unity

C#

Git

UI/UX Design

Unity UI Toolkit

DOTween

Figma

Scrum

Photon Fusion (Multiplayer)

Unity Shader Graph

Porting

English · C1

🎵 Interests

Video Games

Karate Kyokushin

Psychology

Post-Punk Music

📁 Work Experience

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

03/2023 – present | Remote

- Managing 6-person team to **deliver milestones**.
- Crafting **Level Editor** for creating all levels, along with **user generated content (UGC)**.
- Supervised and fulfilled deliverables for an **external investor**.
- Designed and implemented immersive UI that helped to secure **second place** at HackYeah 2022.

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.
- Prepared the game for **PlayStation, Xbox** and **Nintendo** consoles.
- **Designed UI (using Figma)** that was appreciated by VtM players.
- **Analysed wireframes** with psychology for UX iterations.

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 [🔗](#)