Mateusz Kusionowicz

Unity Developer

- Kraków, Poland
- ✉ mateusz@kusionowicz.com
- ↖ m.kusionowicz.com
- ⌂ https://github.com/TheMatiaz0

🧠 Skills

`C#` `.NET Core` `Unity` `Git`

`Photon Fusion (Multiplayer)` `VR`

`Responsive Unity UI`

`Design Patterns` `Angielski • C1`

`Polish • Native` `DOTween`

`Steamworks` `Custom Unity Editor`

⚷ 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 from 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
- 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, *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 at HackYeah 2022 "Game Development #1 - Polish Great Battles", *Centrum Rozwoju Przemysłów Kreatywnych* ↗