

# 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

English · C1

## 🎸 Interests

Video Games

Karate Kyokushin

Psychology

Post-Punk Music

## 👛 Work Experience

### UI/UX Developer (Onyx, Vampire the Masquerade: Reckoning of New York), *Draw Distance* 📄

06/2023 – present | 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.

### Unity Developer (Mr. Prepper), *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

**1st Place - Steelworks Hi-Tech Jam 2023,**  
*AGH University Main Library* 📄

**2nd Place - HackYeah 2022, Centrum**  
*Rozwoju Przemysłów Kreatywnych* 📄