Mateusz Kusionowicz

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📅 06/08/2002

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🧠 Skills

Excellent knowledge of C# language and .NET platform

Very good knowledge of the Unity engine

Ability to work with version control systems (Git, SVN)

Great knowledge of implementing responsive user interface

English at C1 level

Ability to work in a team

Ability to communicate and organise time effectively

🎸 Interests

Video games

Psychology

Karate Kyokushin

Rock music

💼 Professional Experience

Unity Developer, *Rejected Games* ⧉

11/2021 – present

Hybrid: Katowice/Remote

- Programming new content for Mr. Prepper using Unity engine and C# language.
- Performing code refactorization for future readability and usage.

🗂 Projects

The Last Plant ⧉

08/2020 – 10/2020

- Led a team of five people in the remote game jam during 72 hours and delivered a playable game with 3D perspective.
- Designed the majority of game mechanics and programmed all fundaments.
- Created a unique AI system with multiple states for enemies.

The Towerer ⧉

11/2019 – 07/2020

- Programmed high-level and side mechanics in C# on the Unity engine.
- Designed a user interface that our players really liked.
- Communicated heavily with the team, and we were all satisfied from our work together.

This Game Is Broken ⧉

01/2020 – 02/2020

- Arranged a team of 4 people and managed to create a game in 72 hours at a stationary game jam together, which was appreciated by many other participants.
- Polished the game and fixed all bugs during 1 month for post game jam release.
- Implemented a post-processing system into Unity that spiced up the overall gameplay and feeling of the game.