

Mateusz Kusionowicz



📍 Kraków, Polska 📅 06/08/2002

✉ mateusz.kusionowicz@gmail.com

🖱 <http://thematiaz0.github.io>

🌐 <https://github.com/TheMatiaz0>

🧠 Skills

Excellent knowledge of C# language and .NET platform

Excellent knowledge of the Unity engine

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

English at C1 level

Good team communication skills

🎸 Hobbies

Video games

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 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.