Mateusz Kusionowicz

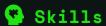📍 Kraków, Poland   📅 06/08/2002

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🧠 Skills

> Very good knowledge of C# language and .NET platform

> Excellent knowledge of the Unity engine

> Ability to work with version control systems (e.g. SVN, Git)

> Detailed knowledge of the video games market

> Ability to implement a responsive user interface

> English at C1 level

> Ability to work in a team

> Ability to communicate and organise time effectively

🎸 Other interests

> Video games   Karate Kyokushin

📇 Summary

I am a self-taught C# programmer with over 2 years of experience in game development. I have successfully released several games using the Unity engine. I am interested in further development as a programmer or designer in the video game industry. Furthermore, I am a committed person and motivated to learn.

📂 Projects

Light Checkers
11/2020 — 01/2021
- I programmed all the functions in the checkers based game on the Unity engine and using the C# language.
- I created animations for the user interface using the Tween system.

This Game Is Broken
01/2020 — 02/2020
- I managed to create a game in 72 hours at a stationary game jam together with a team of four people, which was appreciated by many participants.
- I programmed new features in the form of interesting opponents.
- I implemented a post-processing system into Unity that spiced up the overall gameplay and feeling of the game.

The Towerer
11/2019 — 07/2020
- I programmed high-level and side mechanics in C# on the Unity engine.
- I designed a user interface that our players really liked.
- I was in constant communication with the team, and we were all happy to work together.