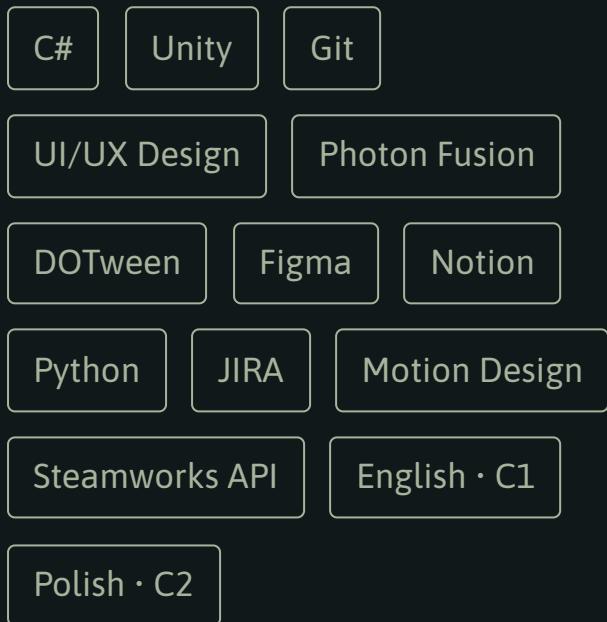


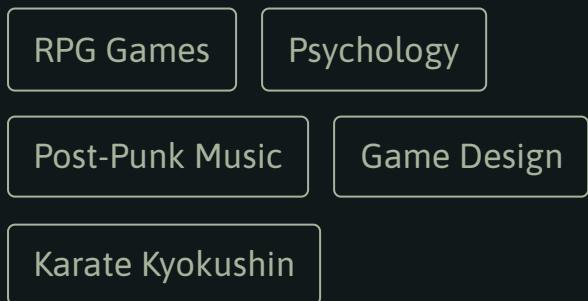
# Mateusz Kusionowicz

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## Skills



## Interests



## Work Experience

- UI Developer (COPA CITY),  
Triple Espresso**   
06/2025 – present | Remote
- Design and code interactive **UI animations** (hover, press, transitions) in **Unity** using **DOTween**.
  - Coordinate between UI, Code and Art/Design teams (~40 people) to deliver **cohesive and reusable UI components**.
- Unity Developer (Telegraphist 1920,  
Decorporation), Cubepotato Games**   
01/2022 – present | Remote
- Built a custom **level editor** supporting user-imported songs for a rhythm game.
  - Implemented interactive UI systems that helped secure **2nd place at HackYeah 2022** among 2,300 participants.
- UI Developer (Vampire: The Masquerade),  
Draw Distance**   
06/2023 – 06/2024 | Cracow, Poland
- Refined a **node-based dialogue editor** for designers and writers.
  - Shipped the game on **Xbox, PlayStation, and Nintendo Switch**, resolving **major blockers** to ensure a polished release.
- Unity Developer (Survival Nation),  
Wenkly Studio**   
03/2022 – 05/2023 | Remote
- Implemented **multiplayer features** to open-world survival game with **Photon Fusion**.
  - Optimized rendering and logic pipelines, increasing **average framerate by 32%** on Oculus and Pico VR.

## Awards

- 1st Place - Steelworks Game Jam 4, NCK** 
- 2nd Place - HackYeah 2022, CRPK** 