





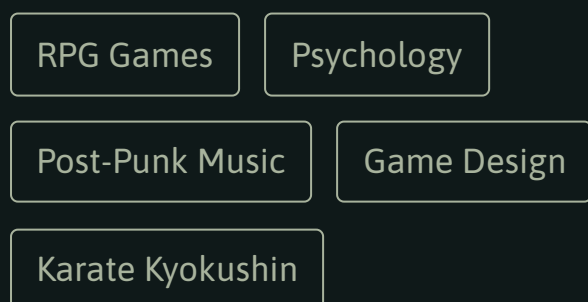
# Mateusz Kusionowicz

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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, Decoration), *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** 