

# Mateusz Kolasiński

Junior Unity Developer

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<b>GitHub</b>	<a href="https://github.com/Vesorad">https://github.com/Vesorad</a>	<b>E-mail</b>	matiola98@gmail.com

## Experience

2019-10 - 2019-11	<b>Flappy Mushroom Unity2d project</b> <i>Personal project</i> Key feature: using MVC desing pattern with unity. Additional features: graphics, sound. <a href="https://vesorad.github.io/Flappy-CV/">https://vesorad.github.io/Flappy-CV/</a>
2019-11 - 2020-01	<b>Block Des Unity2d Project</b> <i>Personal project</i> Key feature: MVC desing pattern with unity. Additional features: graphics, sound. <a href="https://vesorad.github.io/Block-Des/">https://vesorad.github.io/Block-Des/</a>
2018-06 - 2020-01	<b>Amresrt</b> <i>Manager</i> Responsible for managing shifts to consistently deliver the highest standards of quality, service and efficiency.

## Skills

- Unity 3D engine (building for windows, Web and mobile)
- C#
- Git
- Knowledge of 2D graphics. GUI and texture making
- Experience with basic Unit Testing
- Photoshop
- MS Office
- Ability to work in a team environment and interface with all levels in the organization
- Good interpersonal and communication skills, devoted team player

## Languages

- English
- Polish

## Interests

- Esport
- Running

## Education

2014-09 - 2018-04	<b>POWIATOWY ZESPÓŁ SZKÓŁ NR 2 W WEJHEROWIE</b> Electrical Technician
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