BARTOSZ ZDANKIEWICZ

PROGRAMMER

CONTACT ME

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EDUCATION

School Complex No. 1 in Nowy Tomyśl

Collegium da Vinci - IT

SKILLS

- C#
- Unity
- Unreal Engine
- Design patterns
- Version controll

EXPERTISE

- Classroom management, student assessment and evaluation, student motivation and engagement, and fostering a positive and supportive learning environment.
- Working with diverse student populations and addressing the unique learning needs of individual students.

ABOUT ME

Hi, I'm a passionate game developer dedicated to creating memorable player experiences. I specialize in designing engaging gameplay, implementing events, and bringing game worlds to life with interactive and authentic elements. I thrive on the creative process, constantly generating ideas and turning them into fun, immersive gameplay. I'm a friendly, team-oriented professional who enjoys collaborating and helping others. Outside of work, I pursue hobbies like cooking, motorcycling, reading, and personal development.

PROFESSIONAL EXPERIENCE

- **AtomicJelly / 2 years**
  - Developed complex systems, gameplay elements, events, and UI using Unity and Unreal Engine.
  - Collaborated in a 10-person team to design and implement game features.
  - Created and maintained documentation and provided regular project reports.
  - Contributed to gameplay mechanics, systems integration, and user experience improvements.

EXPERIENCE

- Many GameJams, like: MageJam, RPG Game Jam, Global Game Jam etc.
- **Practice as Unity Developer**

  - Working on a cooperative 3D game as a programmer in a six-person team
  - Writing game mechanics such as item crafting, inventory, grabbing items, etc.
  - Creating artificial intelligence on neural networks
  - Creation of a randomly generated map with rooms - ToyPsycho