Daniel Brzezicki

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EDUCATION

OCT 2019 – FEB 2023
WEST POMERANIAN UNIVERSITY OF TECHNOLOGY
Software Engineering
Szczecin, Poland

HONORS & AWARDS

FEB 2022 – JUN 2022
HONORABLE MENTION FOR "RINGING NIGHTMARE" VR GAME
ZTGK

MAY 2021
CPA: CERTIFIED ASSOCIATE PROGRAMMER

DEC 2020
MTA: SOFTWARE DEVELOPMENT FUNDAMENTALS

INTERESTS

GYM, NUTRITION, SOCIAL MEDIA, SELF- IMPROVEMENT

SKILLS

GAME DEVELOPMENT:
   Typescript, C#, Pixi.js, Unity
SOFT SKILLS:
   Team player, Bias for action, Deliver results

EXPERIENCE

JUN 2024 – PRESENT | REMOTE
PUSH GAMING - GAME DEVELOPER

- Designed and developed games from scratch, including implementing new features and gameplay mechanics.
- Maintained and improved the codebase by creating reusable libraries and ensuring clean, scalable architecture.
- Collaborated effectively within a cross-functional team to deliver high-quality products on time.
- Contributed to code reviews, knowledge sharing, and best practices to improve overall development efficiency.

STACK:
Typescript, Pixi.js

OCT 2022 – MAY 2024 | SZCZECIN, POLAND
IGNITION INTERACTIVE - JUNIOR GAME DEVELOPER

- Led design and implementation of slot and mobile games, focusing on engaging mechanics and strong visual appeal.
- Developed innovative features (bonuses, free spins, expanding wilds, mini games) to boost player engagement and retention.
- Collaborated with artists and animators to ensure seamless integration of graphics and animations.
- Designed intuitive user interfaces and gameplay, driving positive reviews and increased downloads.
- Integrated emerging technologies and APIs, demonstrating adaptability and innovation.

STACK:
Typescript, Pixi.js, HTML, Unity, C#