

# DANIEL BRZEZICKI

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## SKILLS

- Team player
- Bias for action
- Deliver results
- Problem solving
- Adaptability & flexibility

## EXPERIENCE

JUN 2024 - PRESENT

### PUSH GAMING – GAME DEVELOPER

REMOTE

- 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

### IGNITION INTERACTIVE – JUNIOR GAME DEVELOPER

SZCZECIN, POLAND

- Spearheaded the implementation and design phase of multiple slot and mobile games, ensuring gameplay mechanics and captivating, visual aesthetics.
- Developed innovative features, such as bonus, free spins, expanding wilds, minigames enhancing player engagement and retention.
- Worked closely with artists and animators to ensure seamless integration of graphics and animations, enhancing the overall visual appeal of slot games.
- Implemented intuitive user interfaces and engaging gameplay mechanics, resulting positive user reviews and increased downloads.
- Demonstrated adaptability by staying current with emerging technologies, including seamless integration with APIs.

#### STACK:

Typescript, pixi.js, Unity, C#

SEP 2019 - PRESENT

## **INDIE GAME DEVELOPER**

SZCZECIN, POLAND

- Gaining knowledge on every mobile developing aspect.
- Implemented ads, leaderboards using Google API and Firebase.
- Created mechanics to increase player engagement.
- Successfully created nearly 6 mobile games, ready to market release.

### **STACK:**

Unity, C#

## **EDUCATION**

OCT 2019 – FEB 2023

**SOFTWARE ENGINEERING**, WEST POMERANIAN UNIVERSITY OF TECHNOLOGY

## **HONORS & AWARDS**

FEB 2022 – JUN 2022

**HONORABLE MENTION FOR “RINGING NIGHTMARE” VR GAME, [ZGTK](#)**

MAY 2021

**CPA: CERTIFIED ASSOCIATE PROGRAMMER**

DEC 2020

**MTA: SOFTWARE DEVELOPMENT FUNDAMENTALS**

## **INTERESTS**

- Gym
- Nutrition
- Competitive games
- Social media
- Self-improvement