

SAMUEL MAREK HAMRÁK

Game Developer | Unity | Unreal Engine

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SUMMARY

I am a game developer with over 3 years of experience in programming 2D, 3D, and VR games in Unity. I have contributed to titles released on Google Play, App Store, Meta Store, and Steam. I specialize in gameplay mechanics, multiplayer systems, and creating engaging player experiences.

SKILLS

Unity, C#, Mobile Development, VR Development, Unreal Engine, C++, Git

Problem Solving, Teamwork, Adaptability, Creativity, Communication

EXPERIENCE

02/2023 - Present

Hybrid

Game Developer

Impact Games

- Developed Rocket Brains and Romoji for mobile platforms.
- Implemented gameplay mechanics and multiplayer systems in Unity (C#).
- Optimized performance and collaborated with the team on gameplay design.

09/2023 - 09/2024

Bratislava, Slovakia

Game Developer - Intern

Fono Labs

- Worked on VR titles Desert Drifters and Claustroff.
- Created gameplay logic and user interfaces in Unity.
- Integrated interactive elements into VR environments.

09/2022 - 02/2023

Remote

Game Developer

ARTillery

- Developed the 2D action game Forest Invaders in Unity (C#).
- Implemented enemy AI and gameplay mechanics.
- Collaborated on level design and game testing.

EDUCATION

09/2022 - 06/2025

Austin, Texas

Bachelor's Degree – Theory of Digital Games

University of Ss. Cyril and Methodius in Trnava – Faculty of Mass Media Communication

09/2018 - 06/2022

Trnava, Slovakia

Information and Digital Technology

Private Secondary Vocational School Tatranská Akadémia

PROJECTS

LOGIN – Solo Project

A puzzle/troll game where logging in is the challenge itself. Developed in Unity and prepared for release on Steam.

Romoji – Impact Games

An episodic visual novel blending casual gameplay with an interactive story. Released on Google Play and App Store.

Rocket Brains – Impact Games

An educational multiplayer game for children, designed to reinforce subjects like mathematics, Slovak language, and English.

Claustroff – Fono Labs

A VR game using exposure therapy to help players overcome claustrophobia.

Desert Drifters – Fono Labs

A co-op VR adventure set on a sci-fi desert planet.

PROJECTS

Forest Invaders – ARTillery

A 2D action game where players defend the forest from waves of enemies.

Pandora's Escape – Summer Game Dev 2022

An escape room-style puzzle game developed during an intensive course under professional supervision.

Echoes of the Abyss – Bachelor's Thesis

A psychological horror prototype created as part of a bachelor's degree.

Capybara S.R.S. – Game Jam & University Project

A relaxing casual game where players take the role of a capybara.

KEY ACHIEVEMENTS



Released Romoji Mobile Game

Main programmer of the mobile visual novel *Romoji*, released on Google Play and App Store as part of the Impact Games team.



LOGIN Game Development

Designed and developed *LOGIN*, a puzzle/troll game where logging in is the main challenge, currently in preparation for release on Steam.



Educational Multiplayer Game Development

Developed *Rocket Brains*, an educational multiplayer game for children, reinforcing math and language skills.



VR Game Production

Contributed to *ClaustrOff* and *Desert Drifters*, enhancing immersive gameplay and user interaction in VR.

INTERESTS



Game Development Innovation

Passionate about exploring new technologies and mechanics to create unique and engaging gameplay experiences.



Competitive Gaming & MMA

Enjoy competitive games, martial arts, and continuously improving both physical and mental skills.