

Wrocław, Poland
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Portfolio: juna8001.github.io

Languages:

- Polish
native
- English
professional working proficiency

Programming languages:

- C#
- GD Script
- Cg/HLSL
- Python
- TypeScript
- LUA

Game engines:

- Unity 3D
- Godot
- Playcanvas
- Pico-8

Tools:

- Git, Perforce
- Blender, Magicka Voxel, GIMP, Inkscape,
- Rider, VS Code
- Postman
- Odin, Amplify Shader, DoTween, UniTask
- Photon Fusion, Mirror

Interests:

- Game jams
- Indie games
- Board games
- Snowboarding
- Cooking

Kamil Maślanka

Senior Unity Generalist



I thrive in small, collaborative teams and enjoy tackling diverse technical challenges. I have experience designing deckbuilder gameplay systems, developing advanced editor tools, and solving complex math challenges in graphics and physics. I'm passionate about creating innovative gameplay experiences and eager to contribute to a wide range of game projects.

My Strengths:

- Editor Tools
- UI & Animation implementation
- Rapid Prototyping
- Gameplay Systems
- 3D Math & Physics
- Shaders & Mesh Generation

Most Recent Work Experience:

Lead Engineer, Ganymede Games

(Aug 2022 - Dec 2024, Remote)

Dark Sky (PC)

- Became **lead engineer**, taking responsibility for the entire technical side of the project.
- Led the successful release of a game on PC platforms, including **Steam** and **GOG**, overseeing technical performance, bug fixing, and platform integration.
- Implemented core game architecture, including object life-cycle management, event system, automated reference assignment, and asset management.
- Developed a robust turn-based combat system.
- Built a comprehensive **graph-based system** combining ability development and animation using Unity's visual scripting, simplifying the implementation of card behaviors, status effects, and queuing of animations, sounds, and VFX.
- Created tools for importing Spine animations into game-ready prefabs.
- Prototyped game saving system, including runtime game object reference serialization.
- Established a **URP renderer feature** for post-processes.
- Developed editor tools to streamline prototyping, testing, and debugging, significantly reducing iteration times for the team.
- Created a **custom file-locking tool** for Unity to enhance workflow efficiency for the team.
- Configured an automated build pipeline using **GitHub Actions** and **Unity Cloud Build** to streamline deployment, reducing manual workload and improving consistency.
- Implemented a flexible input management system.

Work Experience:

Self-Employed

Jet Soccer (Solo Development)

- Developed a multiplayer, physics-based game using **Photon Fusion**.
- Undertaking end-to-end responsibilities of the game, including programming, game design, UI, 3D art, shaders, and more.
- Acquiring foundational knowledge in marketing.

Freelancing

- Designed a **deterministic physics model** for Unity to ensure consistent game behavior.
- Developed **3D mesh raycasting** for a golf game, enhancing game realism and precision.
- Utilized fixed-point math for precision and performance improvement.
- Conducted **mesh analysis and optimization**, enhancing game performance.

Anypath (Cancelled Project)

- Designed and prototyped an indie puzzle-adventure game.
- Implemented **3D optical illusions** in Unity, adding unique gameplay elements.
- Worked on level/puzzle design.

Unity Developer, Beamable

(Jun 2021 - Jun 2022, Remote)

- Improved robust Unity editor tools for efficient management of game content, network services, and microservices.
- Engineered a **UI skinning system** akin to CSS style sheets within the Unity environment, promoting consistency and ease of design changes.
- Developed microservice architecture code designed to run within Docker containers, enhancing scalability and system resilience.

Senior Unity Developer, Awaken Realms

(May 2020 - Jun 2021, Wrocław, Poland)

Tainted Grail (PC)

- Developed **graph-based tools** for the design team.
- Contributed to various aspects of game development including gameplay, UI, animation scripting, addressable assets, and more.
- Created specialized Unity tools for 3D artists to assemble game-ready prefabs.
- Gained some level of proficiency with **shaders and texture processing** to improve game visuals.

RnD

- Prototyped a rogue-lite auto-battler game featuring procedurally generated items.
- Implemented visual scripting nodes to facilitate creation of skills and AI.
- Actively participated in game design, specifically focusing on character skills and status effects.
- Implemented a prototype for combat system.

Unity Developer (Mobile), Ten Square Games

(Jun 2017 - Oct 2019, Wrocław, Poland)

RnD

- Prototyped various innovative gameplay mechanics for mobile games, pushing creative boundaries.
- Developed a Minecraft-like game for Facebook Instant Games using **PlayCanvas**.
- Created hypercasual games for Facebook Instant Games utilizing **Cocos2D**.

Let's Fish (Android, iOS)

- Developed **mobile** fishing game (Android & iOS).
- Engaged in diverse development tasks including UI, backend communication, and advertisement integration.
- Optimized the building process, improving game performance and reducing build times.