

Kacper Mazur

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Portfolio: <http://kacpermazur.com/>

SUMMARY

I'm a hardworking individual with a passion for game development who always takes time to keep up with current trends and developments within the industry. I love solving challenging and complex problems in an efficient and creative manner. I'm looking for a role in an environment where my creative skills and programming knowledge can be applied. I'm great at keeping to deadlines and am often praised for my teamwork, communication, and code readability.

PROFESSIONAL EXPERIENCE

2021-2021

Senior Unity Game Developer, Hofli, Hong Kong

- Produced technical solutions to new and existing editor implementations to improve performance and usability across the whole tool chain (Cosmic Frontline iOS & Android AR Game).
- Maintained existing tools up to date with accordance to latest changes in the development pipeline (e.g. New SDKs or middleware versions).
- Implement & integrate improvements to existing game features based on design requests.

2020-2021

Unity Developer, Questionable Quality, United Kingdom

- Developed a multi-platform web-enabled game in Unity alongside bespoke client-facing tooling.
- Asset serialization and optimization for multiple platforms (iOS, Android, PC & WebGL).
- Produced and maintained both client and server-side solutions for various aspects of the game.
- Developed and utilized internal Unity tooling for an upcoming NDA IP.

UNIVERSITY EXPERIENCE

Project Management & Setup (across all projects)

- Used tools such as Trello to help score, estimate and coordinate sprint tasks across all sections of my projects from design, development, and testing.
- Agile methodology was used in organising sprints and completing them.
- GitHub was used as a task management tool to keep track of progress by looking at Git commits and outstanding issues.

2020

Synthetic Dungeon, PC/Android/iOS, 3D top-down dungeon crawler action game

- Developed reusable AI behaviours using Unity scriptable-objects and FSM pattern.
- Utilised Unity's new Universal Render-Pipeline (URP) to create high fidelity visuals.
- Produced a reusable and scalable multicomponent spell crafting system.

2019

Push N' Bash, PC, *4 local multiplayer party prototype game*

- Used the new Unity input system to handle multiple player controller inputs.
- Developed a maintainable round tracking system to quickly add extra game modes for testing.
- Utilised the High Definition Render Pipeline (HDRP) and shader-graph to create visual effects.

2019

G-Well, PC, *jumping puzzle game*

- Designed and implemented a unique game mechanic from scratch.
- Developed performant and stable movement systems using Unity physics.

2020

OpenGL Physics & Model Loader, PC, *a lightweight framework for OpenGL*

- Researched C++ paradigms and game engine architectures.
- Abstracted and simplified OpenGL calls with a simple lightweight game engine framework.
- Developed performant object interactions using an AABB collision solution.
- Researched memory management in C++ and mesh rendering for OpenGL.
- Developed a memory-efficient model loading solution that removes duplicate vertices before they get called by the renderer.

SKILLS

- **Unity:** URP/HDRP, Shader-Graph, Scriptable Objects, ECS.
- **Languages:** C#, C++, Java, JavaScript.
- **IDEs:** Visual Studio, JetBrains Rider, MatLab, IntelliJ.
- **Tools:** Trello, Jira, GitHub, GitKraken, SourceTree, Slack, MongoDB Atlas, GameSparks.

EDUCATION

2017-2020

Plymouth University: BSc (Hons) in Computing & Game Development (2:1)

2015-2017

North Somerset Enterprise and Technology College: BTEC in IT Practitioners Extended Diploma 18 modules (D*D*D*)