Kamil Iwaniak

Personal data

Place of residence:
ul. Cmentarna 3
Łódź, 90-001 Poland

Contact:
Phone: 513 904 543
E-mail: kamil.iwaniak03@gmail.com

Date of birth:
2003-09-23

Links

Personal profile

I am a fourth-year Computer Science in Environmental Protection student at the Lodz University of Technology. I am passionate about IT, especially web and game development. I aim to grow professionally in creative roles related to design and development. Outside of IT, I'm dedicated to physical activity and hold a certified personal trainer qualification, reflecting my discipline and drive to push beyond comfort zone. I constantly seek new challenges and currently expanding my knowledge in UX and game design.

Skills

PROGRAMMING LANGUAGES
- JavaScript
- TypeScript

TEHNOLOGIES/FRAMEWORKS
- HTML
- CSS
- React

LANGUAGES
- Polish (native)
- English

TOOLS
- GIT
- Atlassian Suite

Education

LODZ UNIVERSITY OF TECHNOLOGY

Field of study:
Computer Science in Environmental Protection

10.2022 - 02.2026 (expected graduation)
Faculty of Chemistry, Engineering studies

Experience

NOVEMBER 2025 - PRESENT ● **OPTIMO DEVELOPMENT**

JUNIOR GAME DESIGNER
- TYPESCRIPT • REACT • YAML • 2D GRAPHIC

- Developing and implementing visual elements, UI components, and layout logic using TypeScript, and React.

- Working within the Atlassian environment (Jira, Confluence, Bitbucket).

- Creating and editing game assets in Adobe Photoshop.

- Working with YAML-based configs to define and validate game parameters and feature setup

JULY 2025 - SEPTEMBER 2025 ● **CLEVERSAN GAMES**

INTERN / GAME GRAPHIC DESIGNER
- 3D GRAPHIC • 2D GRAPHIC • UNITY

- Modeling 3D assets, creating their LODs, implementing them in Unity.

- Creating marketing posts for social media and Steam.

- Using Affinity tools to create visual materials.

- Researching industry trends.