Kamil Iwaniak

Personal data

Place of residence:
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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, game design and C++ language.

Skills

PROGRAMMING LANGUAGES
- JavaScript
- TypeScript

TEHNOLOGIES/FRAMEWORKS
- HTML
- CSS
- React

LANGUAGES
- Polish (native)
- English

TOOLS
- GIT
- Atlassian Suite
- Adobe/Affinity

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

● **OPTIMO DEVELOPMENT**

JUNIOR GAME DESIGNER
• TYPESCRIPT • REACT • 2D

- Implementation and integration of the player interface and the game's visual elements, as well as the development and implementation of gameplay mechanics using TypeScript and React.

- Working with configuration files to define and adjust game mechanics and features.

- Preparation and editing of 2D assets (icons, UI elements) in Adobe Photoshop.

- Working within the Atlassian environment (Jira, Confluence, Bitbucket). Creating tasks, code review and creating documentation.

● **CLEVERSAN GAMES**

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

- Modeling 3D assets (low-poly/mid-poly) in Blender and preparing LODs.

- Creating marketing materials (promotional graphics for Steam and social media) in accordance with the project's visual identity.

- Analyzing trends in the gaming and marketing communication industries and adapting materials to current market standards

- Supporting the art team with ongoing production tasks.