

KRZYSZTOF BOBNIS

GAME PROGRAMMER, GAME JAMMER

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bobnis.eu portfolio
https://github.com/kbobnis github

Summary

Graduated from Wrocław University of Technology with AI and advanced computer graphics specialties. My thesis was based on fractal structures and genetic algorithms. During that time we learned c++ and wrote several experimental programs in it. After that worked as a programmer for 11 years (8 years in game dev). I have created 23 games, most on game jams as prototypes, several of them polished and published.

Excellent with: Unity3d, c#, php, google play store, git, svn, communication, english, game design, UX.

Good with: C++, java (native android), as3, app store, algebra, AI, computer graphics.

Experience

Tech Lead unity, c#, CI integration, automated tests
[Dali Games](#) / *Poland*, 2020 - present
Creating adventure creator tool called Dali Engine that is used in two games with 200,000+ downloads: [Unholy Neighbourhood](#), [Reborn Adventure](#)

Senior Programmer unity, c#, git, google fit, apple health
[Cat-astrophe-games](#) / *Poland*, 2020
Unreleased project. Created working prototype of run / walk / steps verifier as a game on a mobile phone

Programmer, later Senior Programmer unity, AR, c#, ruby, redis, mysql, video streaming
[Uken](#) / *Canada*, 2017 - 2018
Developed [Kings of Pool](#) game for mobile with AR mode with >500,000 downloads. Duties involved developing game in every aspect. Later unreleased project: duties involved working on video player streaming over internet and regular contact with 3rd party representatives.

Programmer ·unity, c#, php, redis, git, as3
[TSG](#) / *Poland*, 2012 - 2015, then 2016 - 2017
Developed [Lets-Fish](#) game for web in as3, later on mobile in unity with 10M+ downloads. Duties involved developing new features with strict collaboration with UI artists and game designers.

Student c#, c++, java, as3
[Wrocław University of Technology](#) / *Poland*, 2006 - 2011
Graduated, Master of Science in Information Technology. Major: Computer Science. Educational profiles: **Artificial Intelligence, Advanced Computer Graphics, Computer Networks.**

After hours

C++ / SFML / STL / Created a tetris game [github link](#).

Co-created "[Sensei](#)" [Game Jam 2016](#) / with 120 attendees in Wrocław's University.

Won [Game Jam](#) / 1st place on TK Game Jam: [itch.io](#).

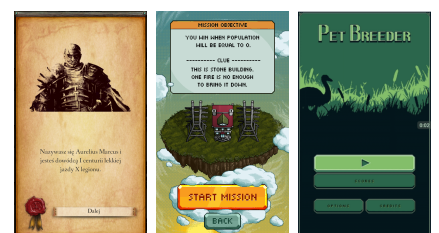
Self publisher / Published 4 games, one of them [RPG Module](#) made US\$10,000+.

23 game prototypes / Used Unity (Unreal was used once), all projects can be viewed on [bobnis.eu](#).

Languages

English - fluent: passed ACERT: C1 english certificate, lived for 3 years in Canada.

Polish - native: born and lives in Wrocław.



My games: RPG Module, Finger of God, Pet Breeder.