

Summary / Motivation

Created and published my own game that earned US\$10k . Created a tool to produce adventure games that was used in 2 released projects already. Developed with a team 4 successful mobile games. Created 23 playable game prototypes on 20+ game jams and after hours. Believes that there is still a lot hidden potential in games, especially on big screen and comfortable controls. A true believer in honest feedback, following intuition, not being afraid of change.

Experience

Tech Lead / 2020 - Present

Dali Games - Created scriptless adventure game tool for unity. This common codebase was used to create two successful games: **Unholy Adventure (part 1, 2 and 3)** 100,000+ installs and **Reborn Adventure** 100,000+ installs.

Senior Game Programmer / 2018 - 2020

Cat-astrophe Games - Created working prototype of run / walk / steps verifier as a game on a mobile phone. The client was happy with results and continued to invest in this prototype.

Uken, Toronto, Canada - Worked on a live video streaming game prototype with user interaction. Prior to that, developed Kings of Pool game [Google play link](#) with 500,000+ installs.

Game Programmer / 2012 - 2017

TSG, Uken - Learned and applied frontend and backend technologies in as3, php, java, c#, redis, mysql, git, svn to free to play web and mobile platforms. Game I was developing: Lets-Fish [Google play link](#) has 10,000,000+ installs.

Education

Student / 2006 - 2011:

Graduated, Master of Science in Information Technology. Wroclaw University of Technology, Major: Computer Science. Educational profiles: Artificial Intelligence, Advanced Computer Graphics, Computer Networks.

Achievements

Self publisher / 2016 - Present:

Earned US\$10,000+ on my own game: **RPG Module** - [google play link](#)

Game Jammer / 2013 - Present:

1st place on TK Game Jam 2016. Finished on podium in several other game jams. Attended 20+ game jams in total. Created dozens of games.

Languages

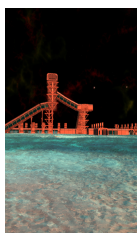
English fluent: relocated for 2 years to work as a game programmer in Toronto, Canada, passed ACERT: C1 english certificate

Polish native: born and live in Wroclaw

Some of my game jam entries (all are listed on my portfolio <http://www.bobnis.eu>):



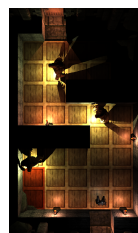
Silence of the
cat



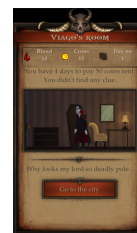
Obrzed
przejscia



Finger of God



Stealth RPG



Viago the
Vampire



SCP-35