

## Summary

- Created own game that earned US\$10k.
- Created a tool to produce adventure games that was used in 2 released projects.
- Worked on 4 successful mobile games.
- Created 23 playable game prototypes.

## 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.

## Motivation

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.

## Education

**Student** / 2006 - 2011:

**Graduated, Master of Science** in Information Technology. Wrocław 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

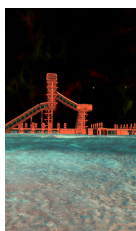
**English fluent:** relocated for 2 years to work as a game programmer in Toronto, Canada, passed ACERT: C1 english certificate

**Polish native:** born and live in Wrocław

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



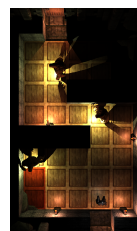
Silence of the  
cat



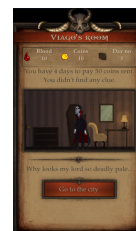
Obrzed  
przejscia



Finger of God



Stealth RPG



Viago the  
Vampire



SCP-35