

## 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 many experimental programs in it. Worked in Canada for 2 years on AR and video streaming based games.

**Experience:** Programmer with 11 years of experience (8 years of experience with shipped games).

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

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

## Experience

**Tech Lead** / 2020 - Present [Dali Games](#) - Created scriptless adventure game tool for unity. This codebase was used to create two games: [Unholy](#) 100,000+ installs and [Reborn](#) 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.

[Uken](#), Toronto, Canada - Worked on a live video streaming game prototype with user interaction. Also developed game [Kings of Pool](#) 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](#) has 10,000,000+ installs.

**Student** / 2006 - 2011

Graduated with Master of Science, Information Technology on Wrocław University of Technology, Major: Computer Science. Educational profiles: Artificial Intelligence, Advanced Computer Graphics, Computer Networks.

## Works

**C++ / SFML / STL / 2022:**  
Created a tetris game [Tetris - Github](#)

**Practical codebase** / 2021:  
Created and maintained an adventure creator tool used in two games [\[1\]](#), [\[2\]](#)

**Unreal game prototype** / 2017  
Created on a game jam [Dead eye - Github](#)

**Won Game Jam** / 2016  
1st place on TK Game Jam: [itch.io](#)

**Self publisher** / 2015  
My game made US\$10,000+: [RPG Module](#)

## 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 lives in Wrocław.

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



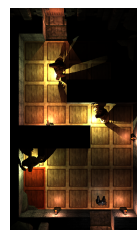
RPG Module



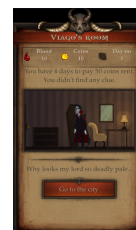
Zombie car  
smasher



Finger of God



Stealth RPG



Viago the  
Vampire



SCP-35