

Summary / Motivation

Helped create multiple successful, mobile games. Created game prototypes on 20+ game jams. Believes that the best game is not created yet, and it can only be made on big screen and comfortable controls. That is why **decided to break away from mobile games**. Also a true believer in speaking and receiving the truth, following intuition, not being afraid of change.

Experience

- Game 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.
- Uken** - Added features (including AR) to mobile free to play Kings of Pool game [Google play link](#) with 500,000+ installs, [AppStore link](#).
- 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, [AppStore link](#).

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 speaker** 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