

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).

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

unity, c#, CI integration, automated tests

[Dali Games](#) / 2020 - present

Created scriptless adventure game tool for unity. This codebase was used to create two games with 200,000+ downloads: [Unholy Neighbourhood](#), [Reborn Adventure](#)

Senior Programmer

unity, c#, git, google fit, apple health

[Cat-astrophe-games](#) / 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](#) / 2017 - 2018

Moved to Canada and worked there at Uken. 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](#) / 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](#) / 2006 - 2011

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

Mentions

2022

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

2021

Dali Engine / Created adventure creator tool called Dali Engine used in two games.

2016

Co-organized "Sensei" Game Jam / with 120 attendees in Wrocław's University.

2016

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

2015 - present

Self publisher / Published 4 games, one of them made US\$10,000+.

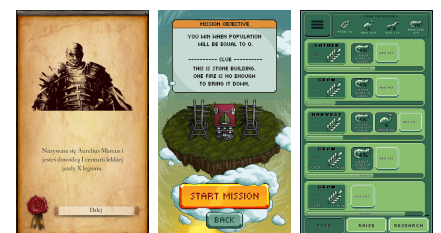
2013 - present

23 game prototypes / Used both Unity and Unreal game engines, all projects can be viewed on [bobnis.eu](#).

Languages

English - fluent: 2010 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.