KRZYSZTOF BOBNIS
GAME PROGRAMMER, GAME JAMMER

Wrocław — residence
kbobnis@gmail.com — email
linkedin.com/in/krzysztofbobnis — linkedin
bobnis.eu — portfolio

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.

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.
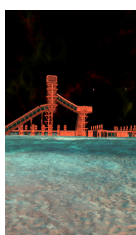
Achievements

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.

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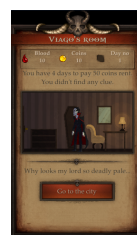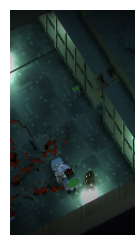

Silence of the cat

Obrzed przejscia

Finger of God

Stealth RPG

Viago the Vampire

SCP-35